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Nights

Saturn

Final Doom

PlayStation

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Nintendo 64

Duke Nukem 3D

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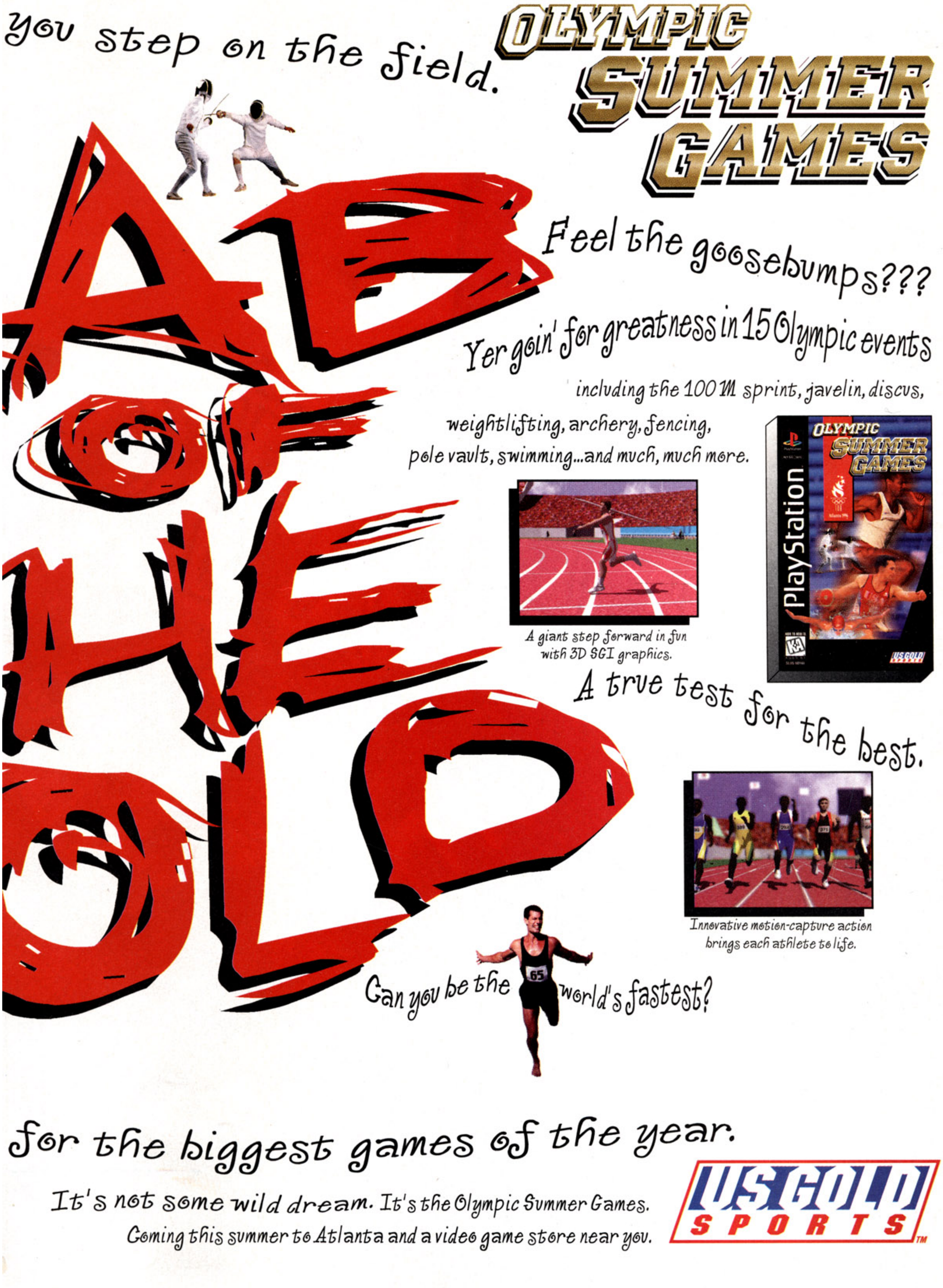

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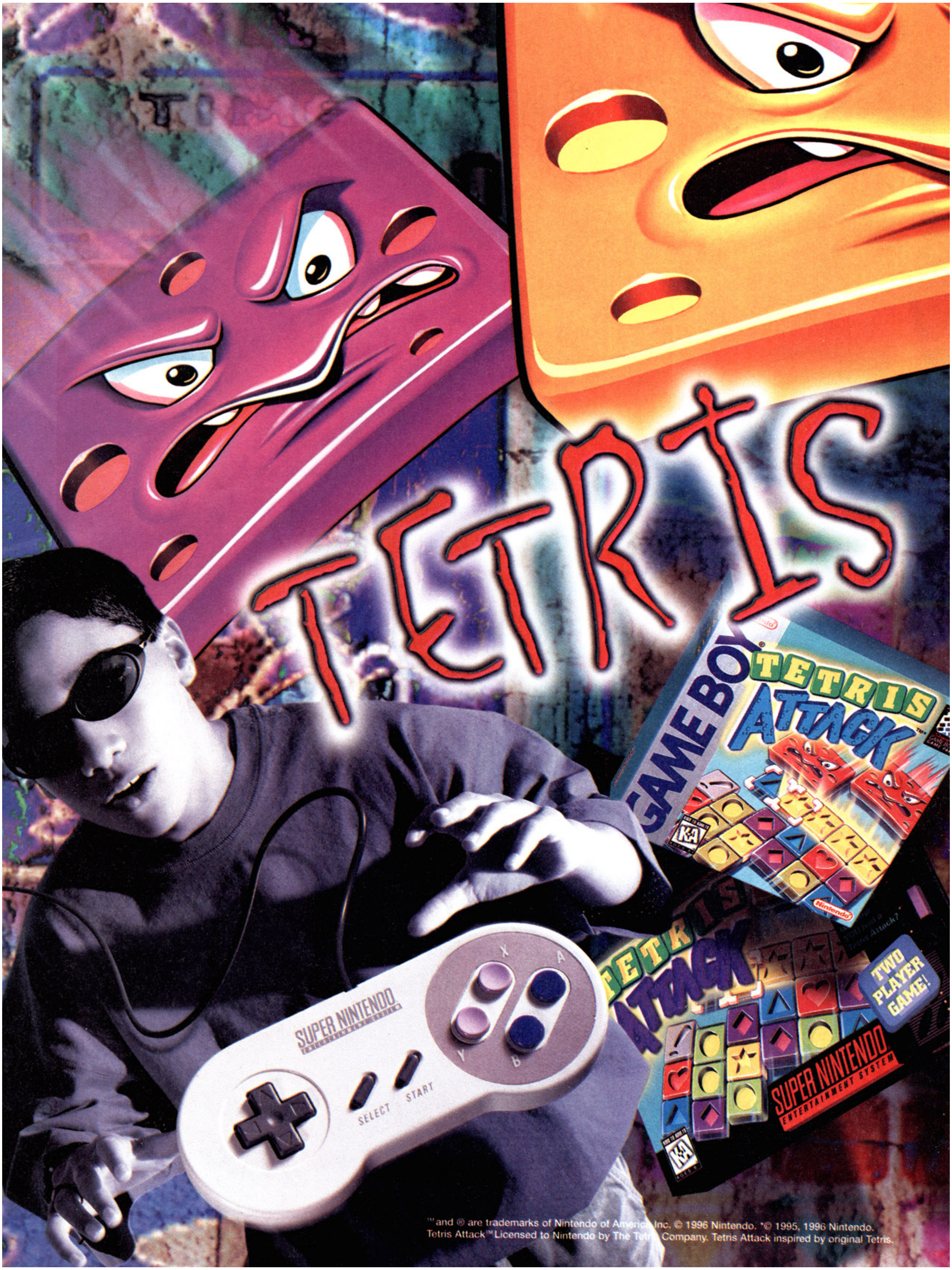
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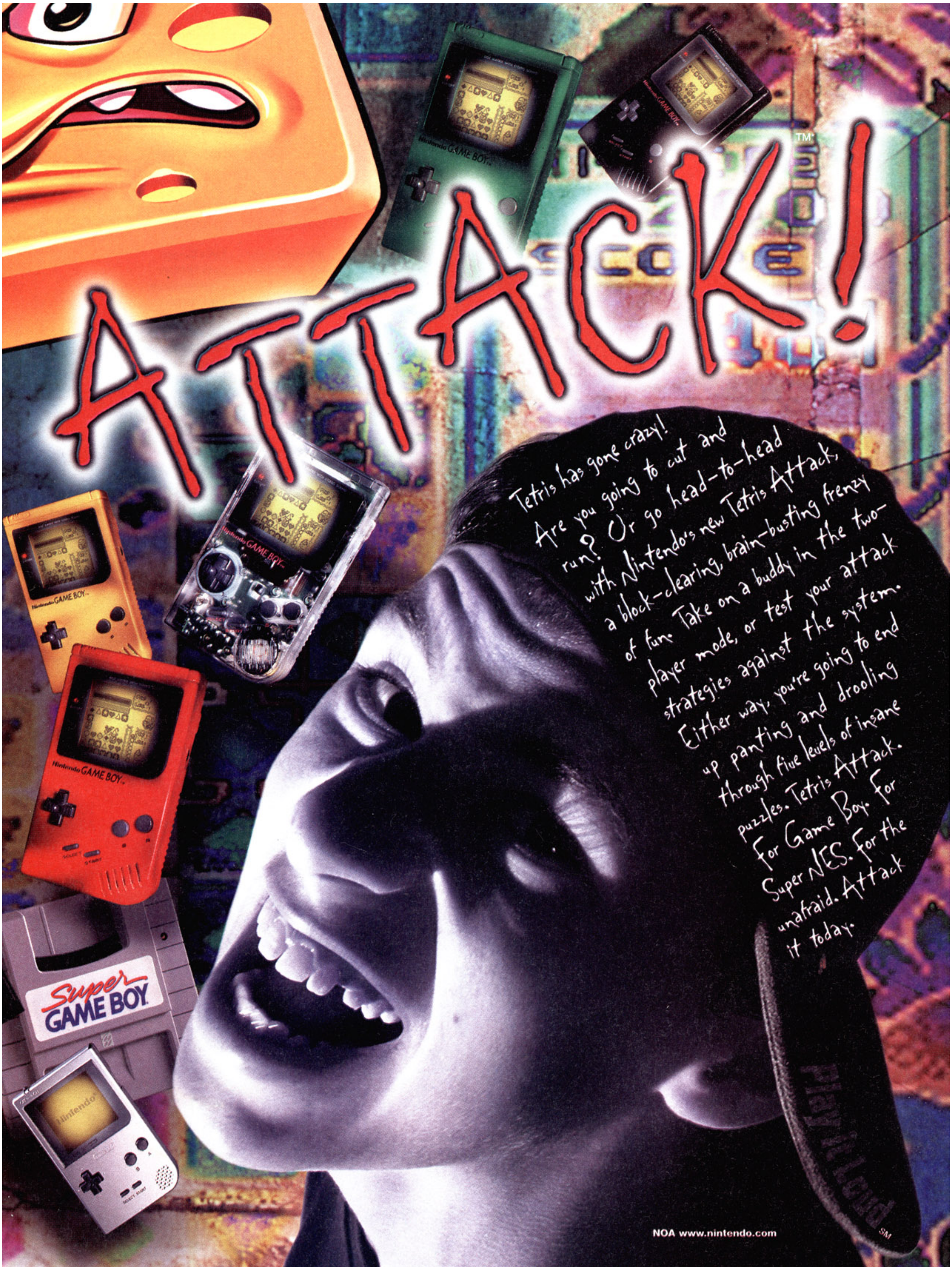

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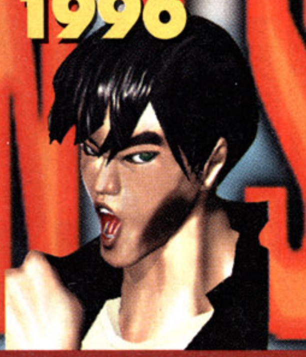

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102 The Fighter's Edge Presents: Tekken 2 (PlayStation)

Linking moves, special moves, throws, and cool combos for the four most complex fighters. Part 1 of the series.

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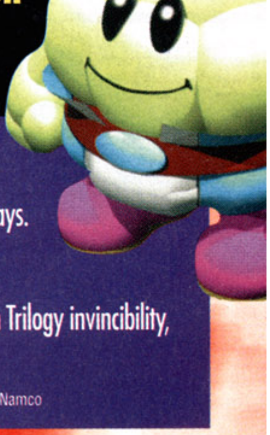

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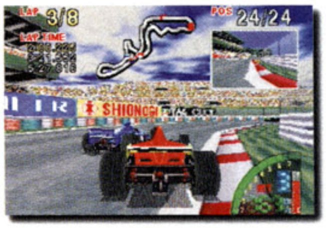
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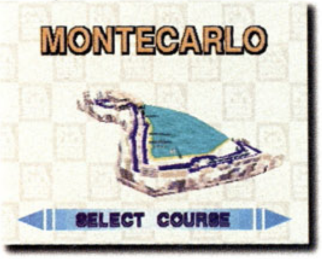
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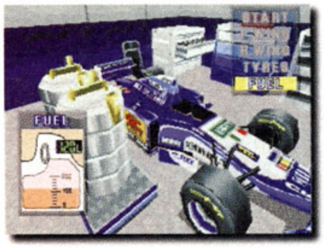
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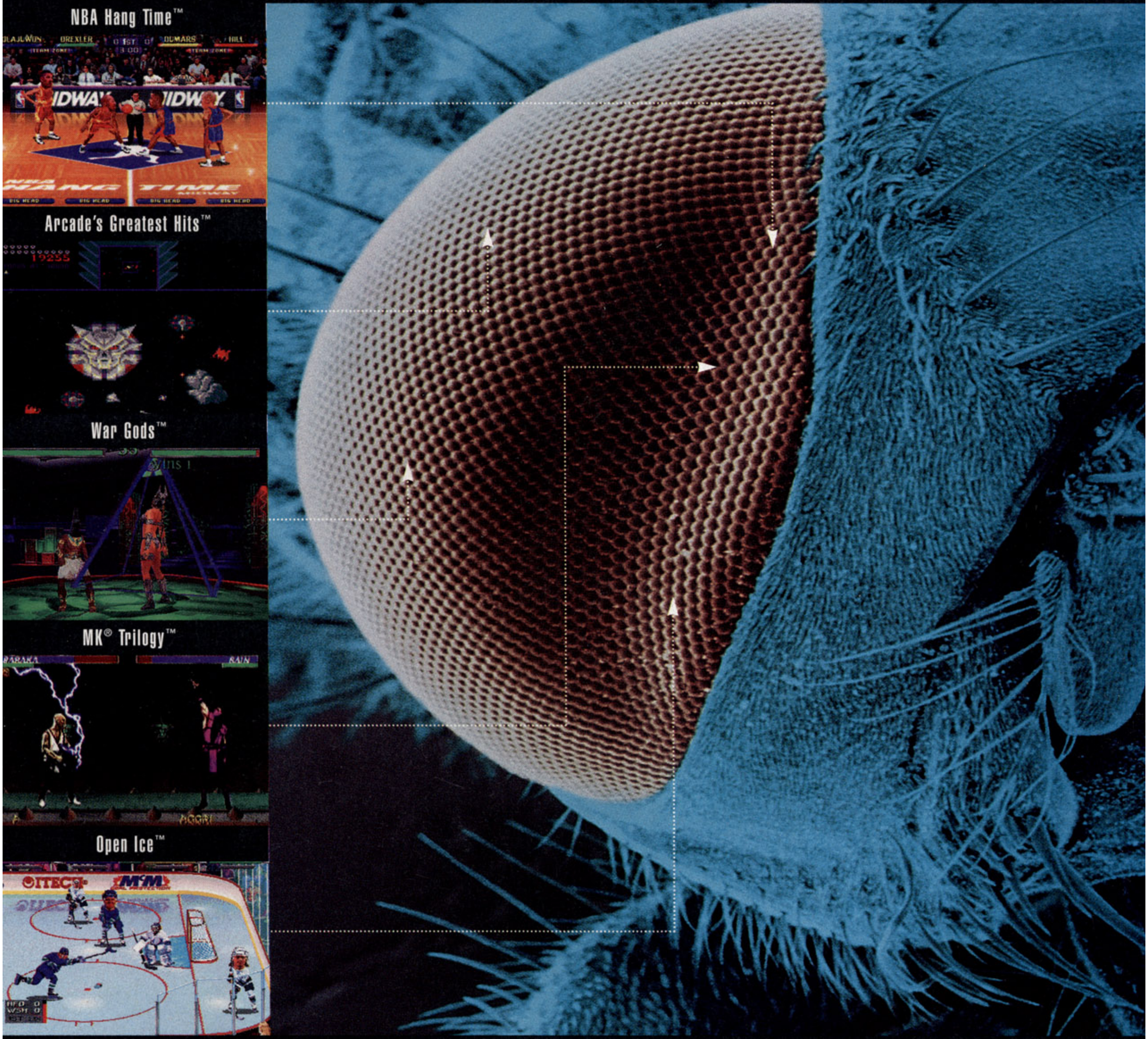

Can't watch every game at once? Unlike your common housefly, you have hands. And now you can get your greedy little paws on 10 of the biggest, greatest arcade blockbusters to ever hit the home in our new Fall line-up. Hits like NBA Hang Time, Open Ice, and Area 51. There's much more to come and it's all on the biggest

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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

At first glance, the adjacent letters from Debra Lyle and "MogNothin" don't sound very significant. Somebody in a faraway state is having trouble finding games to play? C'mon, you think, it can't be that bad. Why don't they just order games by mail? Why should this matter to me? It matters.

Throughout the 1990s a rising tide of conservatism has washed over the country. It began in 1992 when Pat Buchanan became a bona fide presidential candidate and "family values" became the main political topic. Soon Congress began debating the violence in video games; Night Trap, a hilariously mundane full-motion-video game, disappeared from shelves, and video games sported a new age-group rating, courtesy of the Entertainment Software Ratings Board.

FIGHT FOR YOUR RIGHT TO PARTY!

The conservative wave is building strength as the country heads into the homestretch of another presidential election. Once again video games are under attack, this time from an Arizona parent who's outraged by Primal Rage (see "ProNews," June). Everyone has a right to voice his or her opinion, but Primal Rage is already gone from shelves in more than 250 stores nationwide. Senators and Hillary Clinton are sharpening their swords for battle. And Debra Lyle and MogNothin are sounding the alarm in Arizona and Florida.

Maybe it's not enough just to play video games. Maybe gamers everywhere need to become advocates, writing to politicians, retailers, and software companies to express their needs and their rights. Maybe what's already happened in Arizona and Florida could happen everywhere.

What gamers need is a spokesperson who defends games as effectively as those who attack them. Perhaps that person will be you. A single voice can make a difference (the Arizona mom proved that). After all, as those noted philosophers the Beastie Boys once said, "You've gotta fight for your right to party!"

The GamePros
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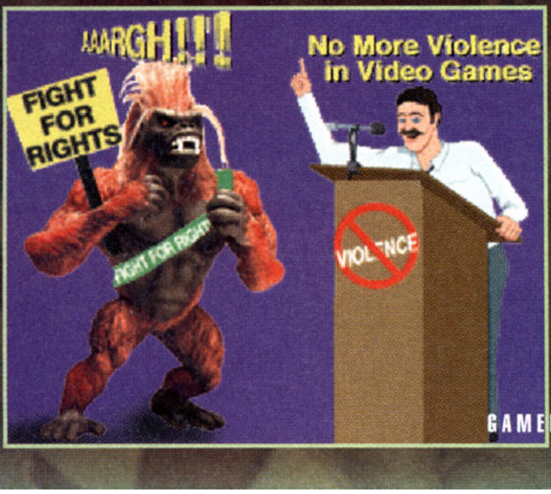


THE RAGE OVER PRIMAL RAGE

Regarding your "ProNews" story in June: I can't believe that Primal Rage has been pulled from Best Buy stores just because some woman doesn't like it. I thought we all had the right to make our own purchasing decisions, as long as we were old enough according to the Entertainment Software Ratings Board ratings. I'm angry that somebody else is deciding what I, a 16-year-old honors student, can and can't play.

Debra Lyle
Phoenix, AZ

Captain Squideo replies:

By law you should be able to buy any video game (except pornographic games). The ESRB does rate games to decide if they're appropriate for kids, teens, or adults, but those ratings are only guidelines for consumers, not laws that stores must enforce. Therefore, the only time you can't buy a game is when stores like Best Buy decide not to sell them to anyone, no matter how old they are, which has happened with Primal Rage.

A warning for all of you who enjoy video games. Don't move to Florida! You almost never find a store carrying animé videos, game music CDs, or Japanese games. In chain stores like Electronics Boutique or Blockbuster Video, you'll be hard-pressed to find a good RPG. When they finally do get in a copy, there's only one! I wish Florida weren't so conservative, I wish the people here supported video games more, and I wish game companies would recognize that there are people everywhere who are interested in games, and make sure we all have an equal chance to buy every game.

"MogNothin"
Internet

MARIO MADNESS

I have a few questions about Super Mario RPG:

1. Who is the guy who looks like Kirby on a spring?
2. Who is the wizard who looks like he's from a Zelda game?
3. Is all the fighting menu driven?
4. Can you swim?

Tyler Butler
Brockton, MA

Sir Scary Larry replies:

1. Mallow.
2. We think you mean Geno.
3. Yes.
4. Not only can I swim, but I can also do a mean cannonball. Oh, you mean in the game. Yes, you can swim.

THE MAGAZINE BIZ

When was the first *GamePro* printed? What was on the cover?

Shaun Viola
Independence, LA

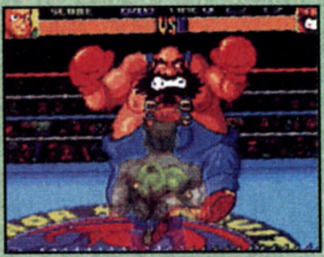
Dr. Zombie replies:

GamePro *first appeared in April 1989 with a rampaging soldier, a football player, and a barbarian on the cover and reviews of the NES and Sega Master System inside. We'll be celebrating our 100th issue at the end of this year!*

PARTING SHOT

I'm fed up with the way Canadians are represented in games. We are not Sasquatches (Darkstalkers), fat boxers (Super Punch-Out), or face-painted wrestlers (Virtua Fighter). Most Canadian names are more dignified than Bear Hugger or Wolf. Americans aren't depicted as rednecks or hicks, so why should we be stereotyped?

Tom Olhiser
Ontario, Canada



Super Punch-Out's stereotypical Bear Hugger. The result of eating too much Canadian bacon?

CELEBRITY CIRCLE

Paul Hill is one of several readers asking for the address of Christopher Lambert, star of the *Mortal Kombat* movie. Connect with Chris at this address:

Christopher Lambert
c/o United Talent Agency
9560 Wilshire Blvd., Suite 500
Beverly Hills, CA 90212

WE'RE NOT PERFEKT

In our May "Buyers Beware," we got part of the LucasArts information wrong. You can call 900/740-5334 to speak with live counselors Monday through Friday between 8:30 a.m. and 5:00 p.m. (PST). This number also provides taped information 24 hours a day.

Complaint Corner

Why don't companies that make fighting games ever put all the moves in the manuals that come with the game? Tell me one person who figured out all the moves without using some sort of guide from a magazine.

Aaron Jackson
Internet

READER REPORT

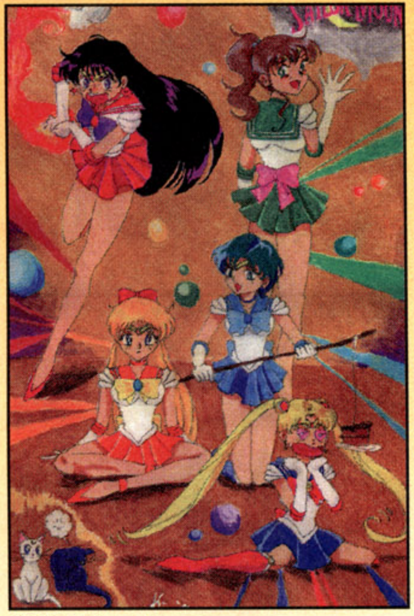
In May's "Reader Report" we asked you to name an addicting game that you knew wasn't that good. Here are the top 15 responses (in alphabetical order):

- **Barbarians** (Commodore 64)
- **Clockwork Knight** (Saturn)
- **Contra** (NES)
- **Dune: The Battle for Arrakis** (Genesis)
- **E.T.** (Atari 2600)
- **Galaga** (Arcade)
- **General Chaos** (Genesis)
- **Kingdom: The Far Reaches** (3DO)
- **Mario Bros.** (Arcade)
- **Maximum Carnage 2** (SNES)
- **Mike Tyson's Punch Out** (NES)
- **Mortal Kombat** (any system)
- **NHL '96** (Genesis)
- **Space Invaders** (Arcade)
- **Teenage Mutant Ninja Turtles** (NES)

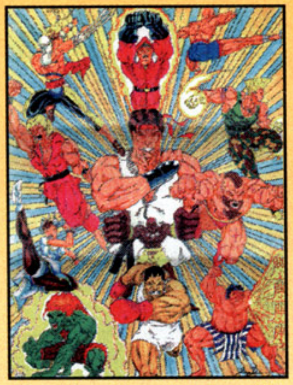
Because it's summer, a time for blockbuster movies, your faithful Reader Reporter would like to send a message to movie studios telling them what movies we'd all like to see made into video games. Personally, we always thought* Friday the 13th *would be a hoot, with Jason mowing down legions of scared teenagers. Anyway, identify one movie that has yet to be a game, send it to the address below, and we'll publish the results in an upcoming issue.

Art Attack

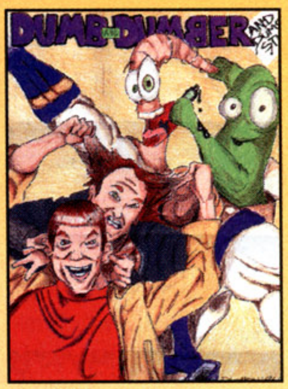
Pick of the Month



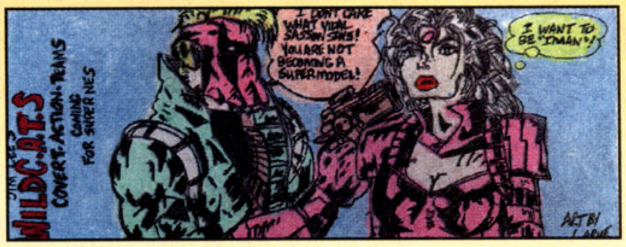
Kimberly Sayed
St. Clair Shores, MI



Matt Quoc Doan, San Jose, CA



Daniel Garzon, Romoland, CA


JIM LEE'S
WILDC.A.T.S
COVERT·ACTION·TEAMS
COMING FOR SUPER NES
I DON'T CARE WHAT VIDAL SASSON SAYS! YOU ARE NOT BECOMING A SUPERMODEL!
I WANT TO BE "IMAN"!
ART BY LARUE

LaRue Binder
Los Angeles, CA

PRIZE!
This month's winning artist will receive a GamePro T-shirt!

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and ***we cannot send personal replies to your letters or e-mail.***

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com

BUYERS BEWARE

By The Watch Dog

Don't let the dog days of summer get your fur in a muff. Cross your paws for a cool breeze and bob your head to the rhythm of the Dogg Pound and Snoop. That's what I do when I answer your questions, like this month's letters about Live '96 and Resident Evil.

Q: I recently bought NBA Live '96 for the PlayStation, but when I started playing I realized there was no create-a-player feature like the one in the 16-bit versions. Now I can't play as Bird, Laimbeer, or Chamberlain. Why did they leave this out?

Jonathan Hopkins
Millbrae, CA

HOUSTON ROCKETS
ORLANDO 4
HOUSTON 2
1ST QUARTER

Where's Wilt?

A: Dave Dempsey, manager of public relations for Electronic Arts, responds:
Unfortunately, to release the game on time, the developmental schedule didn't allow for the feature to be included, but it is being strongly considered for inclusion in Live '97.

Q: I'm thinking about buying the Jaguar but I don't know which is better, the Jag or the Jag CD. Which one should I buy?

Ever Moreno
Moline, IL

A: The Watch Dog says:
Before you make your decision you should read *GamePro*'s May issue (see "ProNews"), which reports that Atari has gone out of business. This most likely means that no new games will be coming out for the Jaguar. Save your money for a next-gen system.

More bark than bite

E-mail us your product complaints through America Online
or at this Internet address:
buyers_beware.gamepro@iftw.com

Q: I have Lunar Eternal Blue for the Sega CD. The game mentions the original Lunar, and I want to buy it, but I can't find it anywhere. Please help me.

Nikolas Robinson
Long Beach, CA

LUNAR
THE SILVER STAR

Lunar landing

A: The Watch Dog says:
We had no problem finding a copy of the game at Funco, 612/946-8101. Lunar: The Silver Star for the Sega CD is listed at $29.99, and is currently in stock.

Q: In your issue 92 (May), you guys listed game companies and their numbers for tips. I called Williams to try and get some codes for Doom for the SNES, and the call was supposed to be live, but I got a recording. I've searched through every directory possible, but my efforts to find their live tips line have come up empty.

Mike Brown
Norwalk, OH

A: The Watch Dog says:
Maybe you just didn't listen to the whole message. The number we printed, 903/874-5092, does access Williams' live tips line. Their business hours are 10 a.m. to 6:30 p.m. (CST).

Q: I have Madden '96 for the SNES. After I beat the Super Bowl with the 49ers, it gave me a code, BAYARYA. What does this mean, and how do I use this code?

Gabriel Sandoval
Laredo, TX

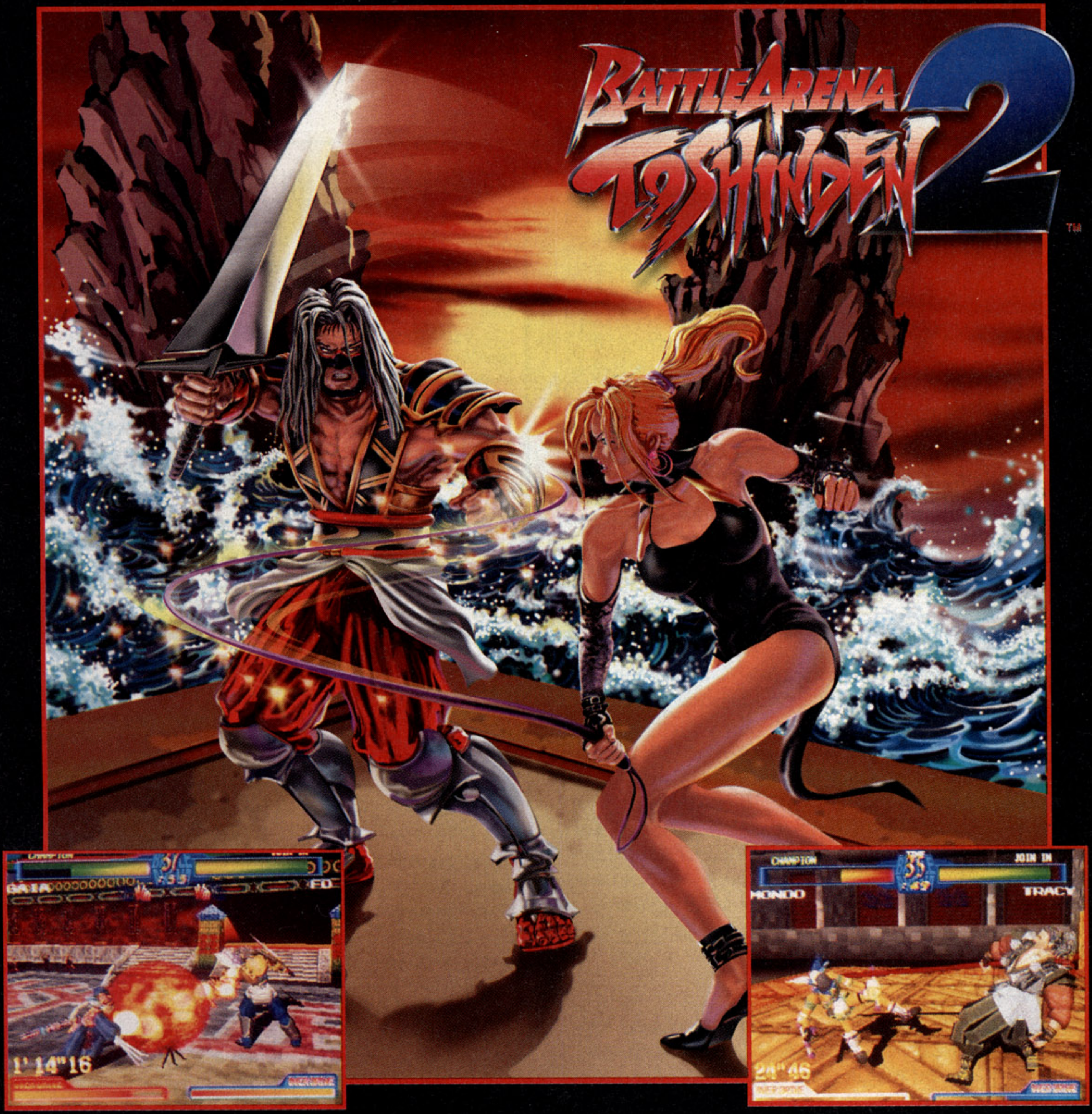
Madden mania

A: The Watch Dog says:
This code is for a hidden team that you can play only in exhibition games. At the team-select screen, push the buttons (B, A, Y, A, R, Y, A) to play as one of the NFL's greatest teams.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's *Buyers Beware*
P.O. Box 5828
San Mateo, CA 94402

DEATH. It's what they live for.



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a *gut* feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Gaia, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you *out*.

http://www.playmatestoys.com

TEEN T AGES 13+

PlayStation

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Battle Arena Toshinden-2 and all characters and distinctive likenesses there of are trademarks of Takara Co., LTD
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PLAYMATES INTERACTIVE ENTERTAINMENT PIE

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La Mirada, CA 90638
(714) 562-1743

ProNews

August 1996

Sega Soft Plans PlayStation Titles

Formerly the development arm of Sega, **Sega Soft** operates as an independent software publisher, focusing on games for the Saturn, PC, and Internet. Now, directly contradicting prior statements (see "ProNews," February), Sega Soft plans to make **PlayStation** games and won't rule out the other next-gen systems as possible homes for its games.

Sega Soft titles like Three Dirty Dwarves are PlayStation-bound.

Although Sega Soft doesn't currently have a PlayStation license from Sony, the company is "looking into" PlayStation development, according to a spokesperson. "Our primary focus is PC and Internet games, but games for console systems are third in line," the spokesperson said, adding that Sega Soft's tentative PlayStation plans include Three Dirty Dwarves (see "Sneak Previews," July), due out this fall, and a racing game, Roach Rally, due out in early 1997.

As far as other systems go, Sega Soft won't rule out development for the Nintendo 64. But Joe Miller, Sega Soft's executive vice president and chief technical officer, says that "until Nintendo provides an optical media format [such as a CD], it doesn't make sense for third-party developers to be in the cart business."

For gamers, the move has few real ramifications beyond the addition of another top developer to the PlayStation ranks. It's significant, though, that a company that was once so closely tied to Sega now considers it an important business option to produce games for the Saturn's archrival. As Sega Soft's spokesperson said, "We're an independent company [from Sega] with an independent board. We're tied in name only, and it's an expanding market that doesn't just involve teenage boys anymore. We don't want to be tied down; we want to be involved in the whole gaming industry."

Sony May Sell Psygnosis

Among other options, **Sony's** exploring the possibility of selling **Psygnosis**, according to a report by Reuters. Sony announced in late May that it has retained SBC Warburg, an investment banking firm, to evaluate "all strategic options" for its interest in Psygnosis, including the unit's possible sale.

LAP
1 OF 3
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8
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Top PlayStation developer Psygnosis may be up for sale by Sony. Interested?

Psygnosis, a developer and publisher of PlayStation, PC, and Saturn games, has been a wholly owned unit of Sony of America since its

Late-Breaking News from E3

Price Wars Erupt at E3

Sony caused jaws to drop at the Electronic Entertainment Expo (E3) in Los Angeles with its May 16 announcement that it was immediately slashing $100 from the price of the **PlayStation**, thus making the system available for $199.

Sony executives quickly proclaimed the new dollar figure as a turning point in the video game wars, saying that their already successful machine would now reach the mass market. Sony also announced that it would soon get 32-bit exclusivity in both Kay-Bee and Circuit City stores, effectively locking the Saturn out of 1500 U.S. storefronts. Those stores will probably carry the Nintendo 64 as well when it comes out on September 30.

Sega immediately responded with some quick cutting of its own. On May 17, Sega lowered the **Saturn**'s price by $50 to match Sony's $199 figure. Both systems will come with one controller and no pack-in game.

Rumors quickly circulated that Nintendo would follow suit with its own $199 announcement, and CBS News actually filed such a report. However, Nintendo execs held firm with their $249.95 price tag.

Show Notes

- The "other" 64-bit gaming technology failed to show up at E3. According to a **Panasonic** spokesperson, the company's parent corporation, **Matsushita**, is still determining how to handle the **M2** technology it bought from The 3DO Company for $100 million (see "ProNews," January). Apparently, Matsushita hasn't decided whether it will even use M2 in a gaming platform. Panasonic Interactive isn't developing any M2 titles at this time, leaving Studio 3DO and Interplay among the few vocal supporters of M2 gaming. Firm plans aren't expected until spring '97.

- By the way, **DVD-ROM** is still alive. Five heavyweight companies – **Compaq, Intel**, **Microsoft**, **Time Warner**, and **Toshiba** – have put their muscle behind it for next year's launch.

- Almost overlooked at the show was **Nintendo**'s sleek new version of an old standby. The $59 **Game Boy Pocket** has the same screen size as the old Game Boy and can play all the existing games, but it's much slimmer, has a sharper screen, and sports a new silver paint job.

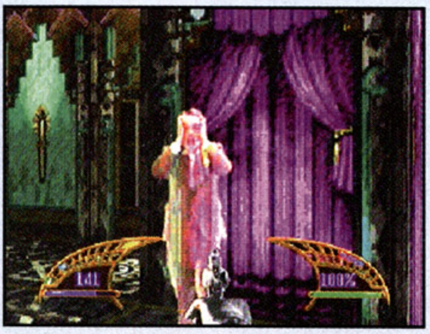
The newest Game Boy incarnation from Nintendo.

- **Spectrum HoloByte** is kaput. The maker of the Star Trek games has been swallowed up by **MicroProse** and will use the MicroProse name from now on.

- Celebrities who made appearances at E3 events: Hank Aaron, Terry Bradshaw, Alice Cooper, Sheryl Crow, John Dean, Dan Dierdorff, Peter Gabriel, Kevin Green, Bob Griese, Keith Jackson, Reggie Jackson, Bruce Jenner, Stan Lee, Huey Lewis, John Madden, Ray Manzarek, Al Michaels, Brent Musberger, My Life With the Thrill Kill Cult, Mike Piazza, Stan Ridgway, Brian Setzer, J.J. Stokes, Lynn Swann, Tower of Power, Alex Trebek, and Steve Vai.

acquisition in 1993. No reason was given for the possible sale, and at press time, Sony hadn't returned calls inquiring into the matter. We'll keep you posted as more details arise.

Acclaim To Bring 3DO Titles to PSX, Saturn


Acclaim snares 3DO hits like Killing Time for the PlayStation and Saturn.

Acclaim Entertainment may have quit making cartridge games (see "ProNews," July), but the company is still heavily involved in the games business. Recently Acclaim signed a complicated licensing deal that will bring three popular 3DO titles to next-generation systems. The three titles are the flying game **Star Fighter**, the action/mystery game **Killing Time**, and the tank-battler title **BattleSport**. All three are coming this summer to both the **PlayStation** and **Saturn**; BattleSport is also headed for **PCs** soon.

Lots of people benefit by the agreement. Studio 3DO, the game-making division of The 3DO Company, had been trying fervently to get its games onto 32-bit platforms besides the 3DO, but had no success. Now the company will be able to showcase its efforts to millions more gamers than it's been able to on the beleaguered 3DO system. And Sega and Sony gamers have to be happy that more top titles are coming their way.

Acclaim must be relieved that the depressing cartridge news from July has been so quickly overtaken by a sudden burst of video game activity. In addition to this software news, Acclaim has just engineered a deal with **Nichimen Graphics Inc.** to produce new **3D technology**. For over three years Acclaim's Advanced Technology Group has been working on 3D animation tools for the Saturn, PlayStation, Nintendo 64, M2, and PCs. Armed with the Acclaim/Nichimen products, game developers will find it easier than ever to animate 3D video game characters.

U.S. Gold and Domark Merge

Continuing the video game industry's recent barrage of mergers, **U.S. Gold** and **Domark** joined forces and became one company under a new name, **Eidos Interactive**. Each division, however, will continue to publish its usual style of games under its label. The Domark line, for instance, will produce flight sims and action/adventure games, while U.S. Gold will continue to publish games based on its stable of licenses, which includes the Olympic games, the NBA Dream Team, and the Incredible Hulk.

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to get the latest video game news.

News Bits

- **Interplay Productions** has joined Nintendo's "Dream Team" of developers for the **Nintendo 64**. Interplay is the maker of such hits as Blackthorne and Clay Fighter, and last year the company acquired Shiny Entertainment, creators of the Earthworm Jim games. No specific N64 titles have been announced, though the first Interplay games for the soon-to-be-released system are expected in 1997.

ELECTRONIC ENTERTAINMENT
EXPO
E3
ATLANTA '97
The Electronic Entertainment Expo (E3) moves to Atlanta in '97.

- If you dug that animé flick that recently drew praise in the theaters, *Ghost in the Shell*, you'll be glad to know it's becoming a game for the PlayStation. **T•HQ** has reached preliminary agreement with Kodansha of Japan to publish a game version in 1997. **Ghost in the Shell** is based on the best-selling comic book by the famous Japanese manga artist, Masamune Shirow.

- Sega's new entertainment-center division, **Sega GameWorks**, hooked up with **Cineplex**, which owns 302 movie theaters in North America, to open a chain of interactive-gaming centers called **Cinescape**. Located next to Cineplex theaters, Cinescape centers will offer arcade games, virtual-reality games, and motion-based simulators. Sega GameWorks will provide game equipment and help develop the centers, which aren't scheduled to open until the turn of the century.

- The recently formed **OverTime Sports** has allied itself with a new publisher. Originally, the developer of ABC's Monday Night Football (see "Sports Pages," July) and ABC's College Football was publishing through **Spectrum HoloByte; Disney Interactive** now holds the reins.

- According to a story by *The Register-Guard*, **Sony** announced a $12 million expansion of its CD-production facilities in Springfield, Oregon. During the next few months, the company will expand its monthly output to 6.5 million discs, an increase of more than 60 percent from the current 4 million discs. Nationwide demand for Sony PlayStation games, expanded-format music CDs, and CD-based movies spurred the decision. Sony plans to expand its PlayStation game library to 250 before the end of 1996.

- In May, **Electronic Arts** purchased a minority equity interest in game-development company **Tiburon Entertainment**, according to a report by Reuters. Tiburon will create games exclusively for EA on the PlayStation, Saturn, and other unspecified systems. Financial terms of the deal were not disclosed.

- Music stores have something new for gamers this summer: soundtracks to popular Sega games. First up from Sega Soft's **Sega Music Group** are *Ecco Songs of Time*, which showcases award-winning "soundscapes" from Ecco the Dolphin and Ecco: The Tides of Time; and *Sega PowerCuts 1*, which compiles the music from Panzer Dragoon, Bug!, Vectorman, and other Sega hits.

GAMEPRO ONLINE

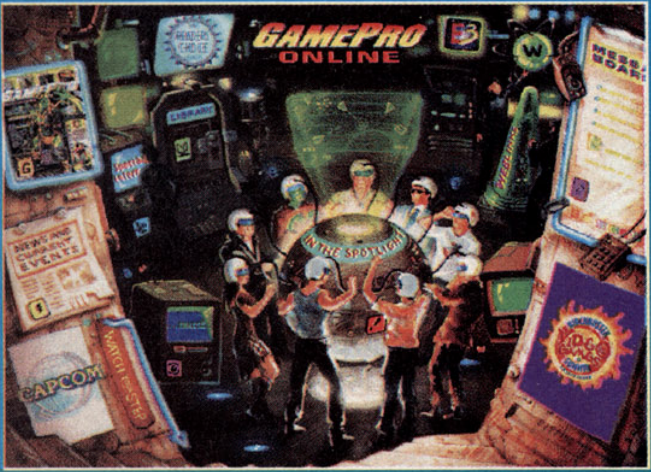
The Best of GamePro Online

By The Net Nut

GamePro Online races along on America Online every minute of every day. Here's a sample of what's happening in *GamePro's* cyberworld.

NetPro

What's on the Web? GamePro Online! Here's the address for our new Web site: `http://www.gamepro.com` (see "GamePro Online Hits the Internet," July).



Here are some additional sites for interested gamers:

- Manglic Home Page: `http://pages.prodigy.com/manglic`
  Info on fighting games, sports cards, and more. A Nintendo 64 section should be up soon.
- Shadowrun slang: `http://yoyo.cc.monash.edu.au/~wigs/Srun/misc/glossary.html`
  Want to know what a *brain tap*, a *wizworm*, or a *meat puppet* is? This site defines more than 100 terms from the Shadowrun board game.
- Tronix: `http://www.calyx.com/~tronix`
  This Internet store sells video games for all the next-gen systems (including the Nintendo 64). Scan the offerings and place your orders weekdays 11 a.m. to 7 p.m. eastern time.
- Unofficial Squaresoft info: `http://www.dragonfire.net/square/`
  Learn all about Squaresoft's great RPGs, from the first Japanese Final Fantasy games to the recent Super Mario RPG.

UNIVERSAL STUDIOS Florida

What gamer doesn't love a good theme park? Get the inside scoop on Universal Studios, Florida – new rides, special events, ticket info, and more – at `http://www.usf.com/altindex.html`

Your Ultimate online source for game information!

Explore GamePro Online

- Chat rooms (live conversation with other gamers)
- Talk with a *GamePro* editor (weekday afternoons at 4:30 p.m. PST in the chat room)
- Message boards (posted comments and tips)
- File Vault (game-related info, including FAQs)
- Archives (current and back issues of *GamePro*)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (posted daily, this is industry news as it happens)

Glossary of Online Terms

FAQ – Stands for "frequently asked questions." FAQs are text files of questions and answers about specific topics for users.

Online News You Can Use

- **Enix Has Cash for Your Ideas:** Readers are always asking *GamePro* where they can submit their ideas for new games. We usually tell them to write to a software company that makes the kind of game they want to create (Squaresoft for RPGs, for instance). Now Enix is soliciting new ideas for PC and Mac games through a contest, with a $200,000 first prize. Send entries to Enix's Internet home page at `http://www.marinet.or.jp/com/enix`, where you can also get more information. The contest closes October 31, which means this will be an extremely happy Halloween for one creative gamer.
- **Interplay's Network Games:** Interplay will offer some of its games for network play in September. Gamers will connect to the new Engage Network Gaming service, America Online, or Prodigy to play such Interplay hits as Descent, BattleChess 4000, and Caesar's Palace. Later, Interplay's sports division, VR Sports, will add fantasy sports titles for online play. No addresses are available yet, but everything should be formalized early in the summer. Keep an eye on the Interplay Web site for info: `http://www.interplay.com`.

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com

Win Cool Prizes!!!

GAMEPRO

Grand Prize:

A model, hand-constructed and painted by Scary Larry

1st Prize:
The game of your choice

2nd Prize:
An original video game character sketch of your choice by Dr. Zombie

Ten Runner-Up Prizes:
A GamePro T-shirt

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it (or a copy) back to *GamePro* by August 31, 1996. You'll be entered into a contest to win the prizes shown.

Your name ______________________ **Age** ______

Address ______________________

City ______________ **State** ______ **Zip** ______

Phone ______________

1) Please indicate whether you read and/or how useful you found each of the following articles from the August issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you **did not read** the article. If you read any part of the article, please let us know how useful it was by circling "5" for "very useful" to "1" for "not at all useful."

The Cover	All / Some / None	5	4	3	2	1
Letter from the GamePros	All / Some / None	5	4	3	2	1
The Mail: Head 2 Head	All / Some / None	5	4	3	2	1
Art Attack	All / Some / None	5	4	3	2	1
Buyers Beware	All / Some / None	5	4	3	2	1
ProNews	All / Some / None	5	4	3	2	1
GamePro Online	All / Some / None	5	4	3	2	1
The Cutting Edge	All / Some / None	5	4	3	2	1
GamePro Labs	All / Some / None	5	4	3	2	1
Overseas Prospects	All / Some / None	5	4	3	2	1
E3 Explodes	All / Some / None	5	4	3	2	1
PC GamePro	All / Some / None	5	4	3	2	1
Hot at the Arcades	All / Some / None	5	4	3	2	1
PlayStation ProReviews	All / Some / None	5	4	3	2	1
Saturn ProReviews	All / Some / None	5	4	3	2	1
Neo•Geo ProReviews	All / Some / None	5	4	3	2	1
The 16-Bit Gamer's Survival Guide	All / Some / None	5	4	3	2	1
Portable Systems	All / Some / None	5	4	3	2	1
Sports Pages	All / Some / None	5	4	3	2	1
Role-Player's Realm	All / Some / None	5	4	3	2	1
Tekken 2 ProStrategy Guide (The Fighter's Edge)	All / Some / None	5	4	3	2	1
SWATPro Bonus Section	All / Some / None	5	4	3	2	1
SWATPro	All / Some / None	5	4	3	2	1

2) What game systems do you currently own?

- ☐ 32X
- ☐ 3DO
- ☐ CD-i
- ☐ DOS/Windows computer
- ☐ Game Boy
- ☐ Game Gear
- ☐ Genesis
- ☐ Jaguar
- ☐ Macintosh computer
- ☐ Neo•Geo
- ☐ Nintendo 64
- ☐ PlayStation
- ☐ Saturn
- ☐ Sega CD
- ☐ Super NES
- ☐ Virtual Boy

3) Please indicate which of the following publications you purchase or read at least 6 times per year:

- ☐ Die Hard Game Fan
- ☐ Electronic Gaming Monthly
- ☐ Electronic Gaming Monthly 2
- ☐ Game Players
- ☐ GamePro
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Video Games
- ☐ Tips & Tricks

4) Have you ever visited GamePro Online on America Online?
☐ Yes ☐ No
If yes, how useful was it? Circle "5" for "very useful" to "1" for "not at all useful" 5 4 3 2 1

5) Have you ever visited the GamePro Online Web site?
☐ Yes ☐ No
If yes, how useful was it? Circle "5" for "very useful" to "1" for "not at all useful" 5 4 3 2 1

6) How did you get this copy of GamePro?
☐ Subscribed
☐ Purchased at the newsstand
☐ Other ______________

Enter to Win!!!

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P.O. Box 5959
San Mateo, CA 94402

E-mail: comments.gamepro@iftw.com
(Please enter "GamePro Survey" in the subject line.)

Fax: 415/349-7482

The Force Will Be with You!

I-Force Force-Feedback Joysticks Are Ready to Rock.

By Tommy Glide

`force feedback n. 1. A technology that simulates the physical environment of a game, enabling the user to feel elements of the gameplay, like explosions, etc., through a joystick.`

Have you ever played Daytona Racing in the arcade and felt the resistance in the wheel as you tried to take a high-speed turn? Or perhaps you've played Time Crisis and felt the kick of the gun each time you pulled the trigger. This technology, force feedback, adds realism to a game by producing physical reactions in the steering wheel or gun. Until recently, high-quality force feedback could only be found in million-dollar military and medical simulation machines. But now, thanks to a company called Immersion and its I-Force technology, force feedback is coming home, and it packs a wallop!

Good Vibrations

Immersion was founded in 1993 with research grants from the National Science Foundation and the Department of Defense, so its force-feedback technology is no mere vibrating gimmick designed to sell joysticks. Founder and CEO Louis Rosenberg has a Ph.D. in mechanical engineering, and his mastery of the science is evident in the I-Force technology. The I-Force brand encompasses the software drivers that create the feedback in games as well as the compatible hardware that produces the actual physical responses.

In a demonstration at Immersion's San Jose, California, office, the I-Force technology proved amazingly sensitive, bringing an interactive feel to gameplay that was far more realistic than anything previously experienced. The device was equally adept at creating soft, subtle effects, like the impact of catching a tossed rubber ball, as it was at simulating the massive slamming force of a three-car pile-up. The high-end coin-op demo-model joystick was particularly sensitive; minute differences could be felt while guiding the cursor across various textured graphics onscreen.

While it's still under development at Immersion, in the future you'll be able to hop into Interactive IO's racing cabinet, which operates with force-feedback technology, and peel out in a compatible version of Need for Speed.

This high-end stick called the Impulse Engine 2000 is available for coin-op development. At $4995 a stick, you can't bring it home.

So Where Are The Games?

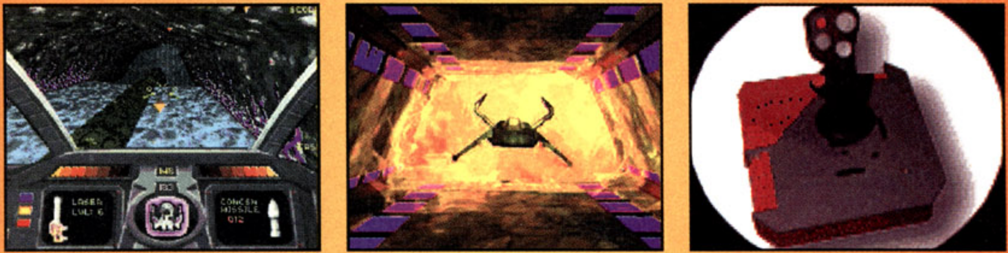
I-Force-compatible games are coming, but to the PC first. Rosenberg said the company hopes to have a PlayStation and Saturn joystick on store shelves by early 1997, and it also plans to look into the Nintendo 64. He estimates that a force-feedback joystick for the consoles will cost roughly $100.

Game developers have been quick to jump on this technology. The first force-feedback-compatible PC game will be a new version of Descent 2. The first force-feedback PC joystick, however, will be from CH Products, and it won't be available until Christmas. Advanced Gravis also plans to make a force-feedback joystick, and Interactive IO has a steering system on the drawing board. Upcoming compatible PC titles will include Need for Speed, Silent Thunder, Test Drive 2, Jet Fighter 3, Flying Nightmares 2, Warbirds, and Monday Night Football.

All Shook Up

While constantly evolving graphics have brought gamers deeper into the game visually, force feedback brings an entirely new sensory experience to gaming. Once you've tried I-Force's force-feedback joystick with a game, playing without it isn't nearly as fun! G

Flight Test



While it looks like any ordinary flight stick, CH Products' force-feedback joystick prototype ruled with Descent 2. Once you feel the little pulsing kicks of your laser, you'll never want to play with a regular joystick again.

GAMEPRO LABS

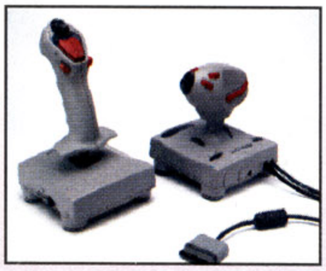
A Player's Guide to Power Peripherals

Peripheral Previews

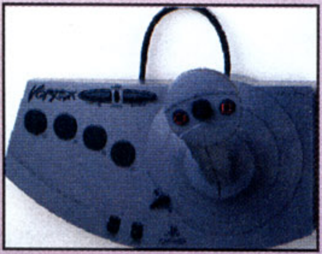
By The Lab Rat

It may be like a sauna outside, but with these previews of cool new controllers, we're not sweatin' much in the lab. Check 'em out for yourself while I get another Cheesicle.

InterAct and ASCII Fly To the PlayStation

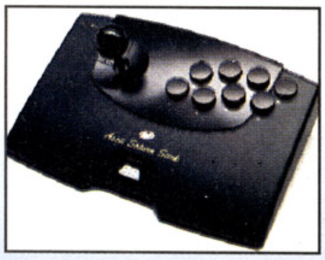


Wanna go Mach 5 on the PlayStation? The PS Interceptor from **InterAct** looks like it will turn on your afterburners in a hurry. This sleek gray control system comes segmented into two parts; one resembling a standard flight-stick grip and the other looking more like a traditional jet-fighter's throttle. This beauty offers four control settings; two analog settings, a normal plug-and-play setting, and a programmable button mode. Look for it in stores this summer, somewhere just under $100.



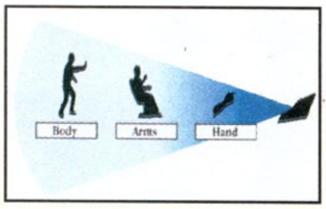
Choosy PlayStation pilots looking to select a flight stick will have their pick this fall, as **ASCII** will soon unveil their Vortex Analog Controller. Like the Interceptor, the Vortex will switch between digital and analog modes of play. It also provides turbo-fire and auto-fire, and comes with a lengthy seven-foot cord.

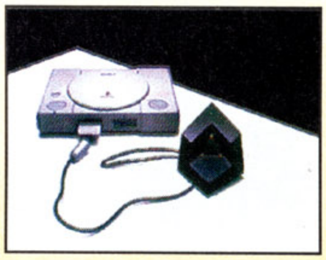
Joy! New Saturn Stick



Boasting "state-of-the-art design," the ASCII Saturn Stick by (duh) **ASCII** promises to rival coin-op joysticks. However, the black prototype pictured above, which features an eight-button layout, looks pretty darn similar to Sega's Virtua Stick (see "GamePro Labs," September 1995). While ASCII's Specialized Joystick for the PlayStation (see "GamePro Labs," December 1995) wasn't "all that," in an upcoming "GamePro Labs," the Rat will put this Saturn stick to the test to see if it holds up. Look for the stick and the review this fall.

In the ZON





Remember Sega's Activator, the control mat that operated on LED sensors? Well, now from **Perception Systems** comes the ZON (rhymes with "phone"). Like the Activator, the ZON uses LED sensors to transfer your motions into game commands. Unlike the Activator, however, you don't stand on a mat as this four-by-four-inch box can sit next to your monitor or television screen. Moreover, the ZON promises better control than joysticks because it receives input up to 30 times per second, which is far faster than anyone can press buttons on a regular controller. Best of all, one ZON is compatible with the Super NES, Genesis, PlayStation, Saturn, PC, and Mac. Scheduled to be available this summer, the ZON should run about $100. Will it be worth it? Look for a full review in a future issue of *GamePro*. G

OVERSEAS PROSPECTS

An International View on Video Games

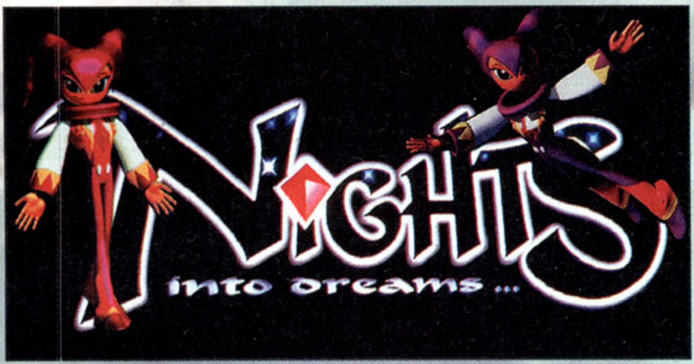
PREVIEWS

PlayStation and Saturn games keep rolling along! Here are some hot 32-bit games in the works that are sure to be big hits.

By Nob Ogasawara and Major Mike

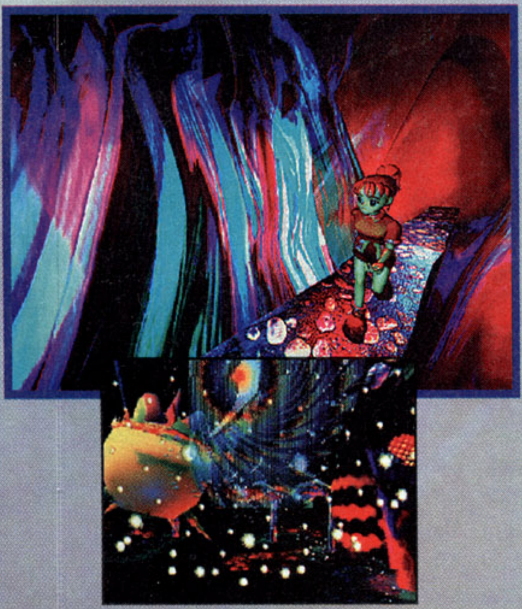
Just in from Japan, two killer 32-bit games have emerged in an attempt to slug it out with Nintendo's N64, which at press time was still due to launch in Japan on June 23.

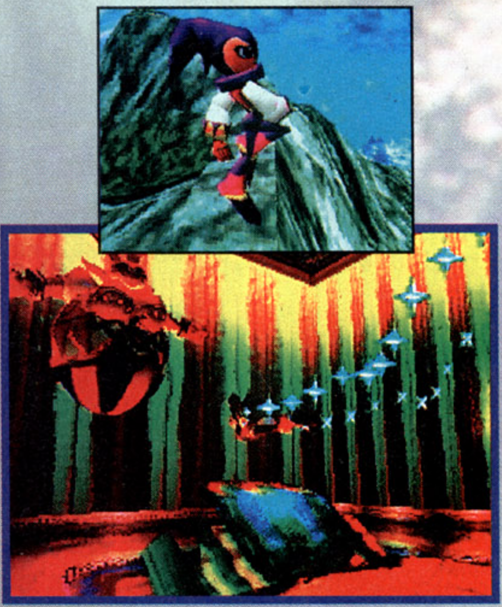
In PlayStation's corner, we have Square's first 32-bit offering: Tobal No. 1, a potentially huge fighting game made by the best in the business, including art by Japan's greatest living manga artist. In the opposite corner, we have Nights, the debut Saturn offering by the team that created Sonic the Hedgehog. With these killer titles coming up against Nintendo 64, the all-important summer season should be scorching in Tokyo.



Yuji Naka, Sonic the Hedgehog's creator, finally steps up to the Saturn by introducing a new hero. You play as Clarice or Elliot, two 15-year-olds living in a typical city. In their dreams, they encounter Nights, a denizen of the nightmare world who has been banished by the world's ruler. Together with Nights, you must thwart the evil designs of the nightmare king.

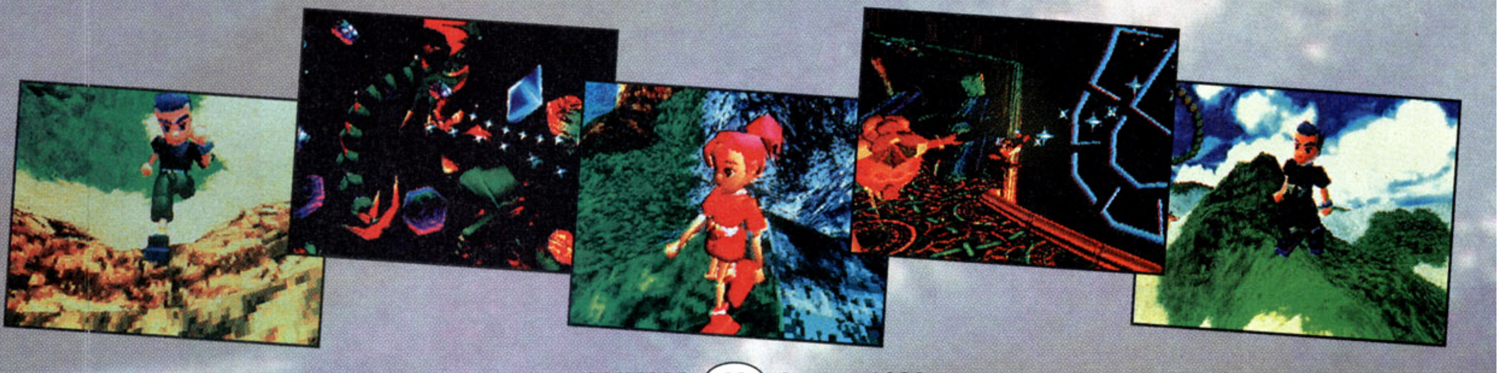
The two heroes and Nights can run, jump, and perform other action moves in their 3D world which has multiple viewpoints. Nights can also transform into vehicles, such as a glider and a bobsled, which enable him to carry Clarice and Elliot. There is also an A.I. evolution system that will make creatures of the nightmare world proliferate and evolve like actual living beings. Without a question, Nights – Into Dreams is the biggest summer release for the Saturn. Could Nights do for the Saturn what Sonic did for the Genesis? ■





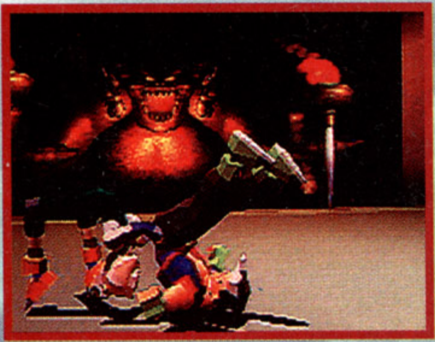
Nights – Into Dreams (Saturn)

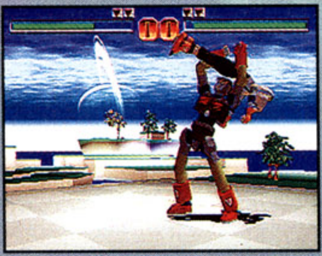
Developed by Sega
Published by Sega of Japan
1 player
Action
Available Summer '96



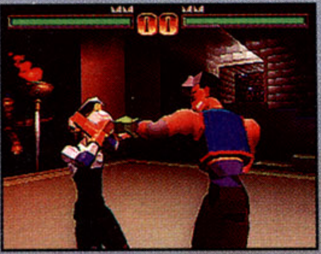
TOBAL NO. 1

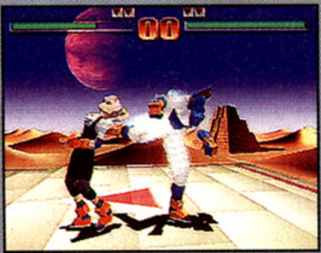
トバル ナンバーワン





Look out! Square's PlayStation debut isn't an RPG – it's a fighting game! You're probably confused, but don't worry – this title is practically guaranteed to become a fantastic fighting game and a huge hit. Why? The team developing Tobal No. 1 is simply awesome: Dream Factory is a new team composed of key development staff for Virtua Fighter, VF 2, Virtua Racing, Tekken, Tekken 2, and even Soul Edge. The impressive résumés of these individuals motivated manga and animé artist Akira "Dragon Ball" Toriyama to offer his help – not just with the character design as he did for Chrono Trigger on the Super Famicom, but with the world design.



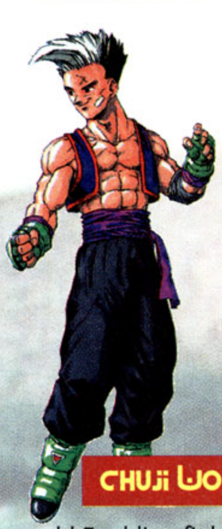


The fighting system is conventional one-on-one gameplay; however, Square introduces a new element – grappling – from which various attacks such as throws, wrestling holds, punches, and kicks can be launched. A variety of blocking moves has been adopted for greater technique, too. Tobal could be one of the must-buy titles for the PlayStation in '96! G

Tobal No. 1
(PlayStation)

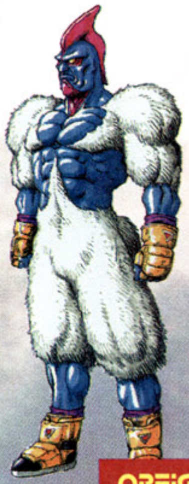
Developed by Square and Dream Factory
Published by Square of Japan
2 players
Fighting
Available July

CHARACTERS



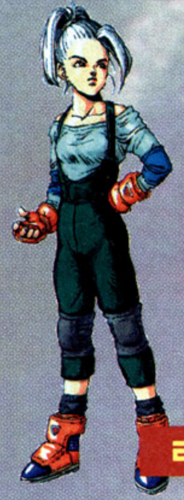
CHUJi WOO

A 17-year-old Earthling fighter born to a New Chinese father and a Japanese mother, Chuji attends high school even though he works in a mine. Though he's short-tempered and somewhat simple, his cheerful personality and good looks make him popular among female students. However, he isn't particularly interested in the opposite sex and would also much rather train in his own self-taught way.



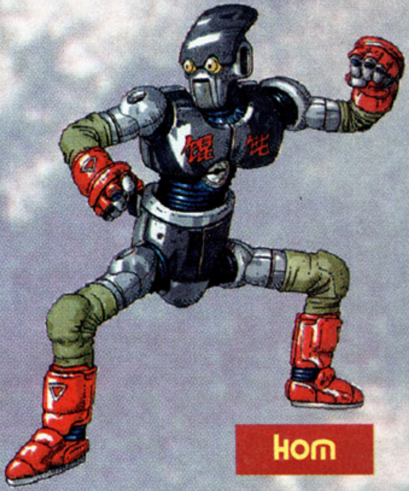
OREIMUS

Oreimus is a native of the planet Kientakku, but he was born on Tobal. Despite his "chicken man" appearance, this fighter is surprisingly stoic, philosophical, and kind-hearted. Currently married, he and his wife have two chicks and one egg.



EPON

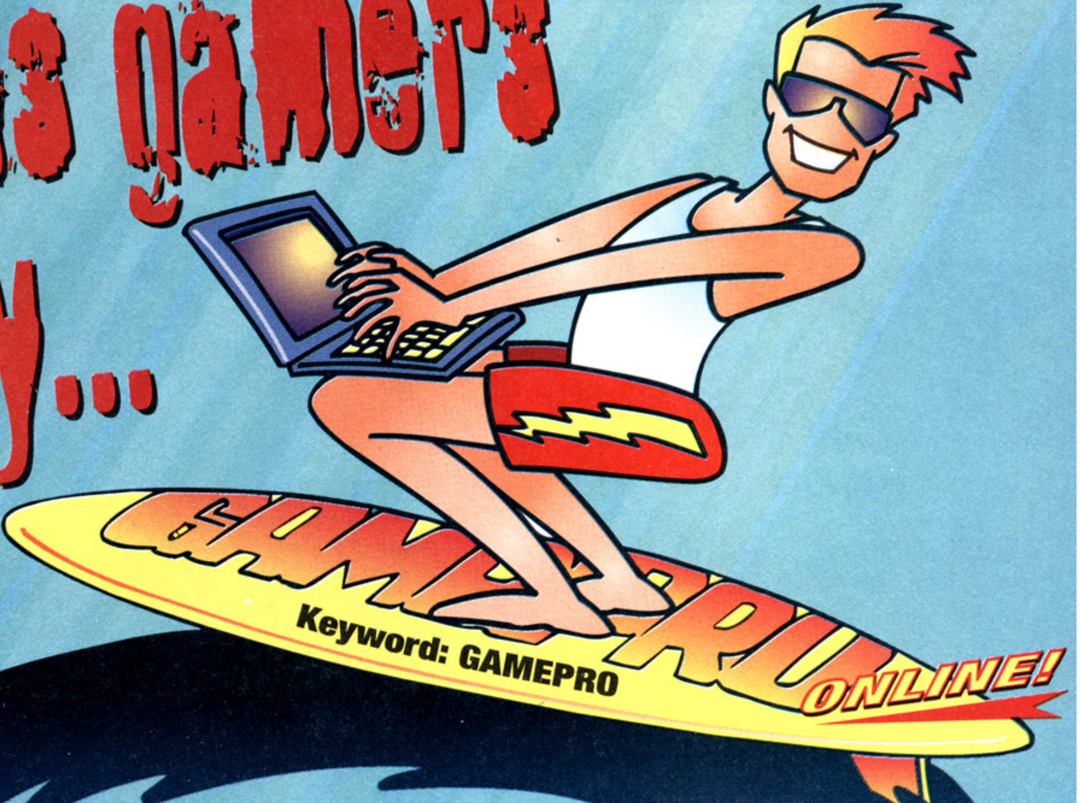
Although she looks identical to an Earthling, Epon actually comes from one of Tobal's satellites. This 18-year-old appears to be on the quiet side, but looks are deceiving – she has ferocious power and determination.



HOM

Originally a mining worker robot, Hom realized fighting was his true calling when he witnessed the fighting skills of the champion of the 66th Tobal No. 1 Tournament. Hom immediately approached the winning martial-arts expert and was eventually accepted as the expert's disciple. He christened himself "Hom," which means "Cool Dude" in Tobalese.

serious gamers only...



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E3 Explodes!

GamePro sneaks you through the doors of the most exciting – and exclusive – video game show in the country! Come along and see what the editors saw at the Electronic Entertainment Expo!

Electronic Entertainment Expo
Nintendo
full court press
GAMETEK
SEGA
Nights
Scavenger

On May 16, 400 of the best video game companies in the world gathered in Los Angeles for the most explosive E3 yet! And the biggest news was, of course... the Nintendo 64! We saw the system, the games, the developers – believe the hype, this system will be hot!

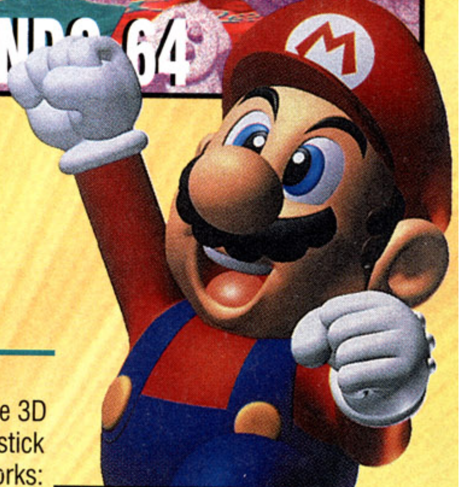
However, this year there are more great games on the way for the PlayStation, Saturn, SNES, and Genesis than there are for the N64. It's going to be the year of the sequel, as game publishers try to go with their proven winners. Wipeout 2, Destruction Derby 2, Virtua Fighter 3, Sonic X-Treme – they all add up to a treasured bounty for video game enthusiasts.

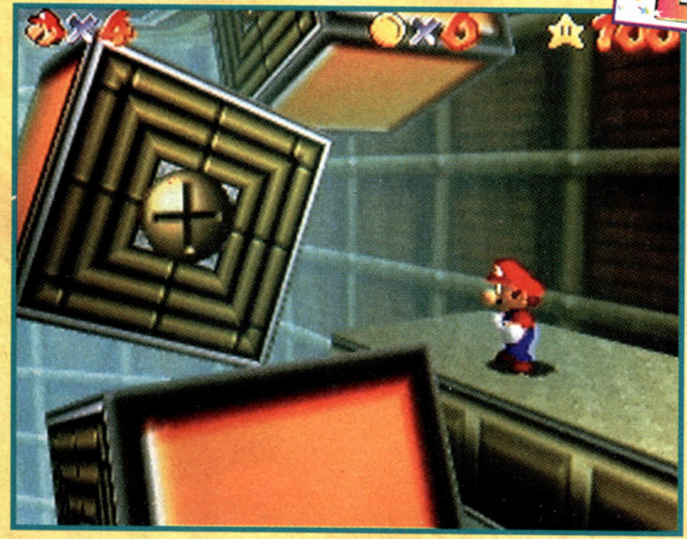
Let's take a peek at the hot titles making their debut as GamePro showcases the showstoppers of this year's Electronic Entertainment Expo.

Super Mario 64

By Scary Larry

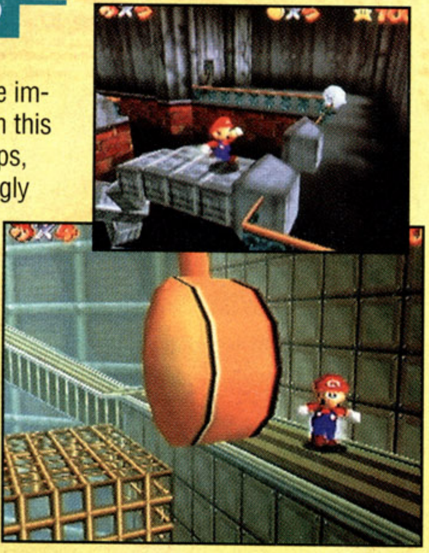
E3 SHOW STOPPER



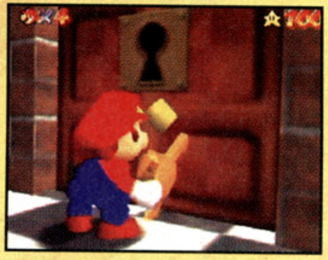


Nintendo's reputation for merging state-of-the-art graphics and engaging gameplay has never been more tested than it will be for Super Mario 64. Fortunately, the game lives up to all the hype!

Graphics



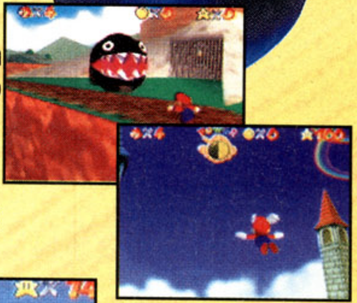
You won't see faster, smoother, or more lifelike images on any other system this year. The way Mario jumps, stomps, and flies seemingly defies the laws of video game physics. Gorgeous, lush backgrounds and screen-filling enemies also contribute to this game. You want variety? Try the underseas levels where Mario does the breaststroke, the backstroke, and more.

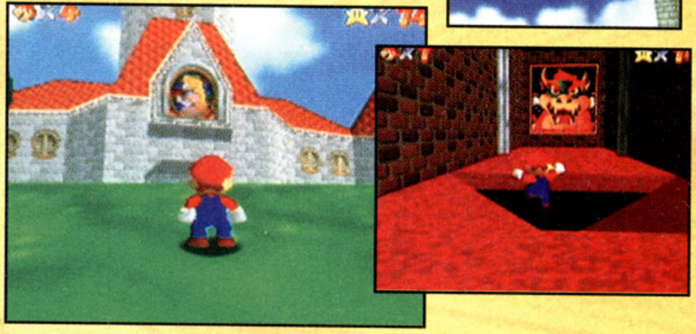


Developed and published By Nintendo
Available September
80% COMPLETE

Control

Mario moves in a complete 3D environment. The new joystick contributes to how this works: A slight push makes Mario walk, a harder push makes him run. There is virtually no end to the areas Mario can explore. Tons of hidden power-ups, countless secret areas, and even Yoshi-in-hiding guarantee hours of gameplay.

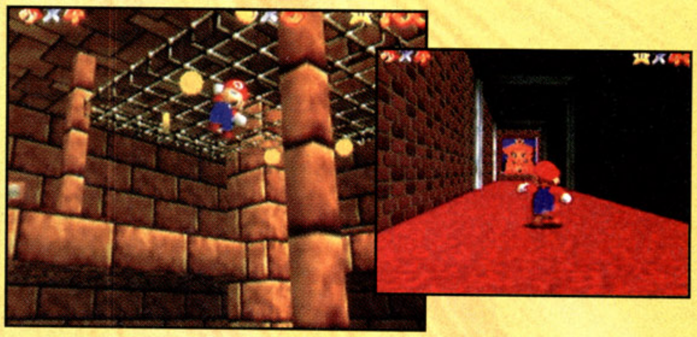




Gameplay & Fun

The whole game takes place in a castle. Every room in the castle leads to one of the game's 25 worlds (such as undersea, the desert, the mountains, and a haunted mansion), and at the end of the game, you meet up with everyone's favorite villain Bowser!

We played for hours at the show (until we were finally kicked off), and we think you'll play for hours at home. Get ready for Mario – he's gonna rock your world!



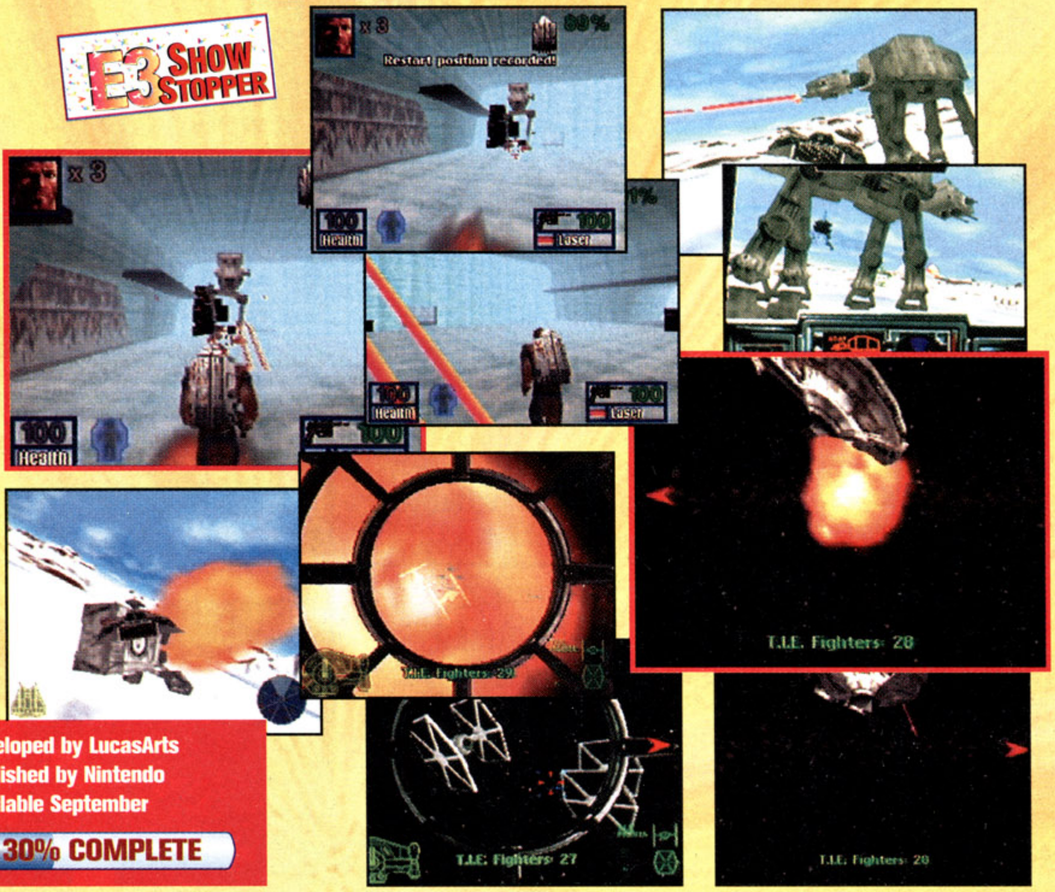
Star Wars:

Shadows of the Empire

E3 SHOW STOPPER

What's the best way to sell a new game system? Use a well-known license to develop games. And if you haven't heard of *Star Wars,* then you probably haven't heard of video games.

Shadows of the Empire, which takes place between *The Empire Strikes Back* and *Return of the Jedi,* looks like it should push the N64's hardware and provide solid, multifaceted gameplay. With levels that vary from outer-space flying to Doom-style shooting and featuring appearances by Boba Fett, Jabba the Hutt, and Darth Vader, Shadows looks like the perfect game for *SW* freaks and video game junkies.—*Scary Larry*

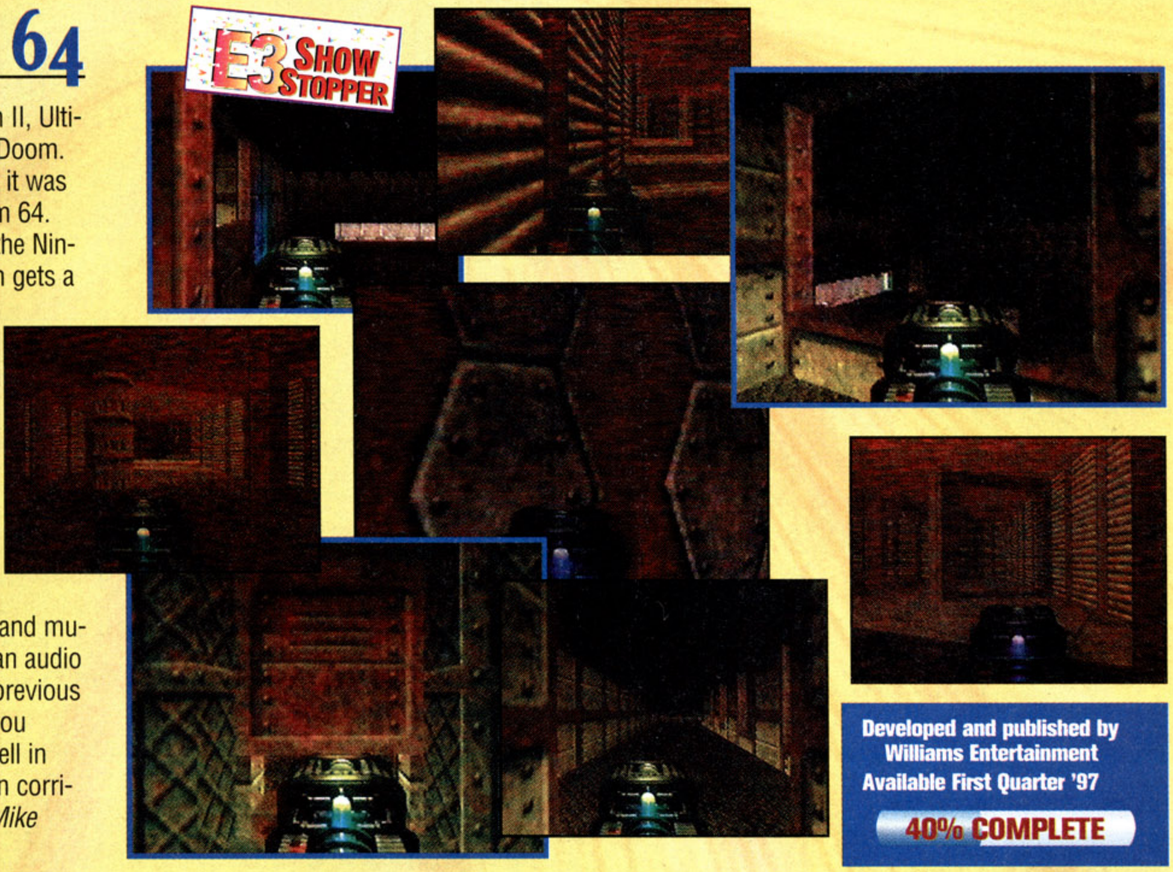


Developed by LucasArts
Published by Nintendo
Available September
30% COMPLETE

Doom 64

E3 SHOW STOPPER

First Doom, then Doom II, Ultimate Doom, and Final Doom. Just when you thought it was over, here comes Doom 64. This time, courtesy of the Nintendo 64 engine, Doom gets a whole new look, with no heavy pixelization when you get close to objects. There are more than 24 new levels to test your survival skills, along with new weapons and monsters. Additionally, the revamped sound effects and music promise to deliver an audio experience unlike any previous version of Doom. It's you against the spawn of hell in this intense first-person corridor shooter!—*Major Mike*



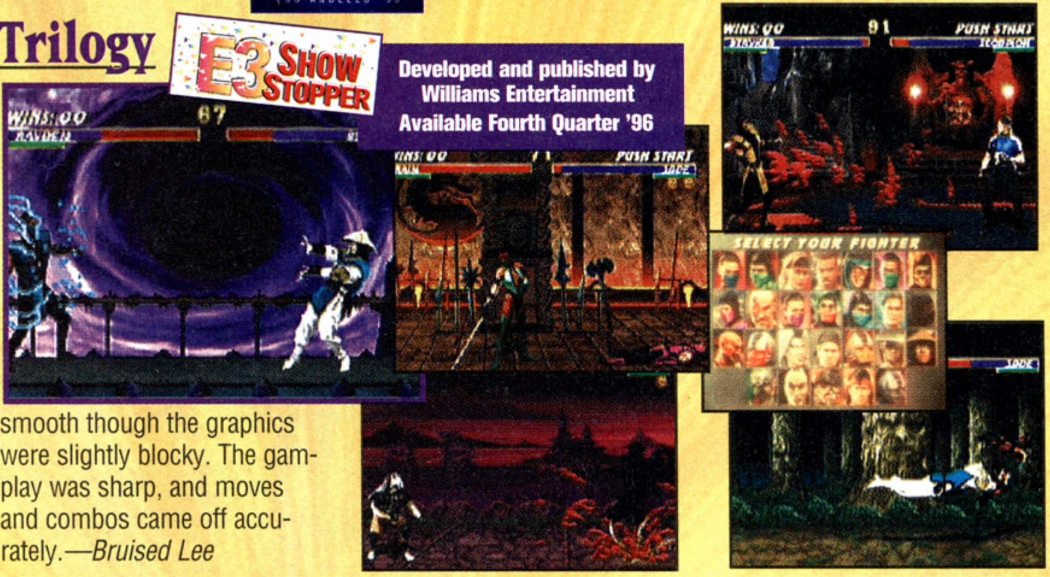
Developed and published by Williams Entertainment
Available First Quarter '97
40% COMPLETE

EXPO
E3
LOS ANGELES '96
NINTENDO 64
NINTENDO 64

Mortal Kombat Trilogy

E3 SHOW STOPPER

Kombat explodes into the 64-bit realm with MK Trilogy. This compilation includes bi-level play, MK II backgrounds, hidden characters, secret moves, and more Kombat Kodes. The madness and mayhem don't stop there – MK Trilogy weighs in as the biggest fighting game ever, with more than 25 selectable characters in all, including Rayden, Baraka, Rain, and Noob Saibot. While the game is still under heavy development, the animation was smooth though the graphics were slightly blocky. The gameplay was sharp, and moves and combos came off accurately.—*Bruised Lee*



Developed and published by Williams Entertainment
Available Fourth Quarter '96

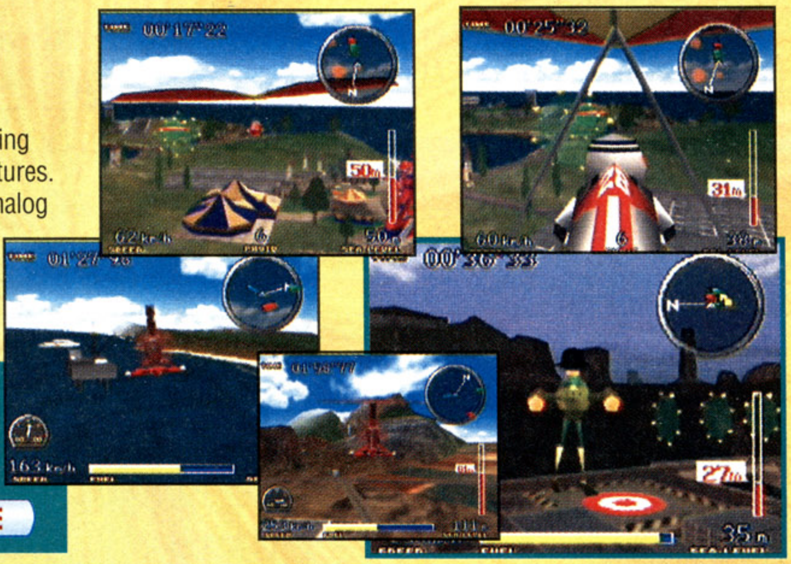
Pilotwings 64

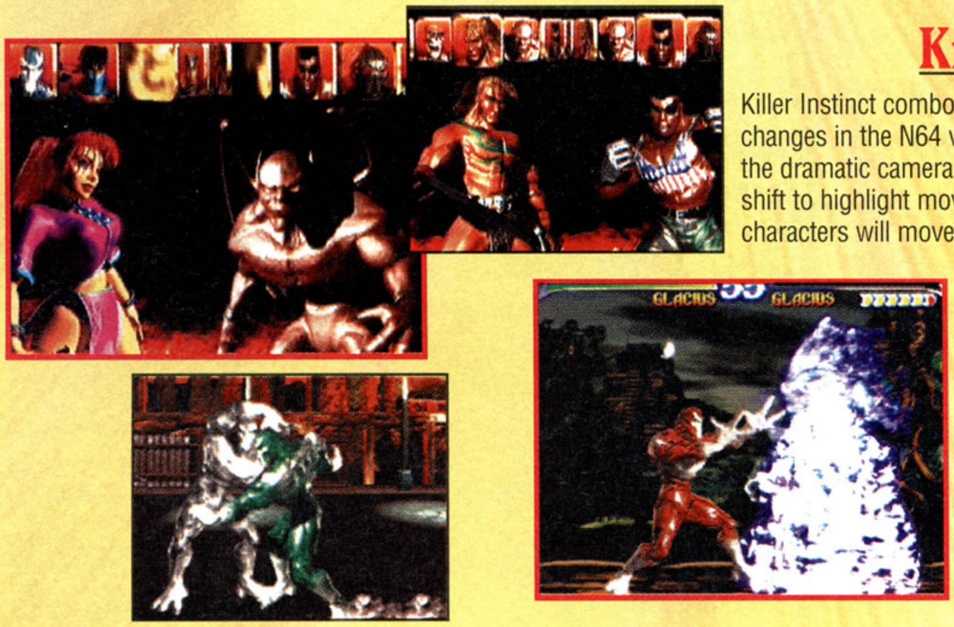
E3 SHOW STOPPER

As it was for the Super NES launch, Pilotwings will also be available for the Nintendo 64 premiere in September. This new version of the flying simulation, called Pilotwings 64, gives you three aircraft to fly – a rocket pack, a gyrocopter, and a hang glider – and 27 courses. The game also has bonus missions, including a spring shoes jump and even a human cannonball simulation! New features include multiple camera angles that you can choose between while flying and the ability to take pictures. Pilotwings 64 uses the analog joystick on the Nintendo controller for a "real" flight-sim experience.
—*The Axe Grinder*

Developed by Paradigm Simulations
Published by Nintendo
Available September

80% COMPLETE

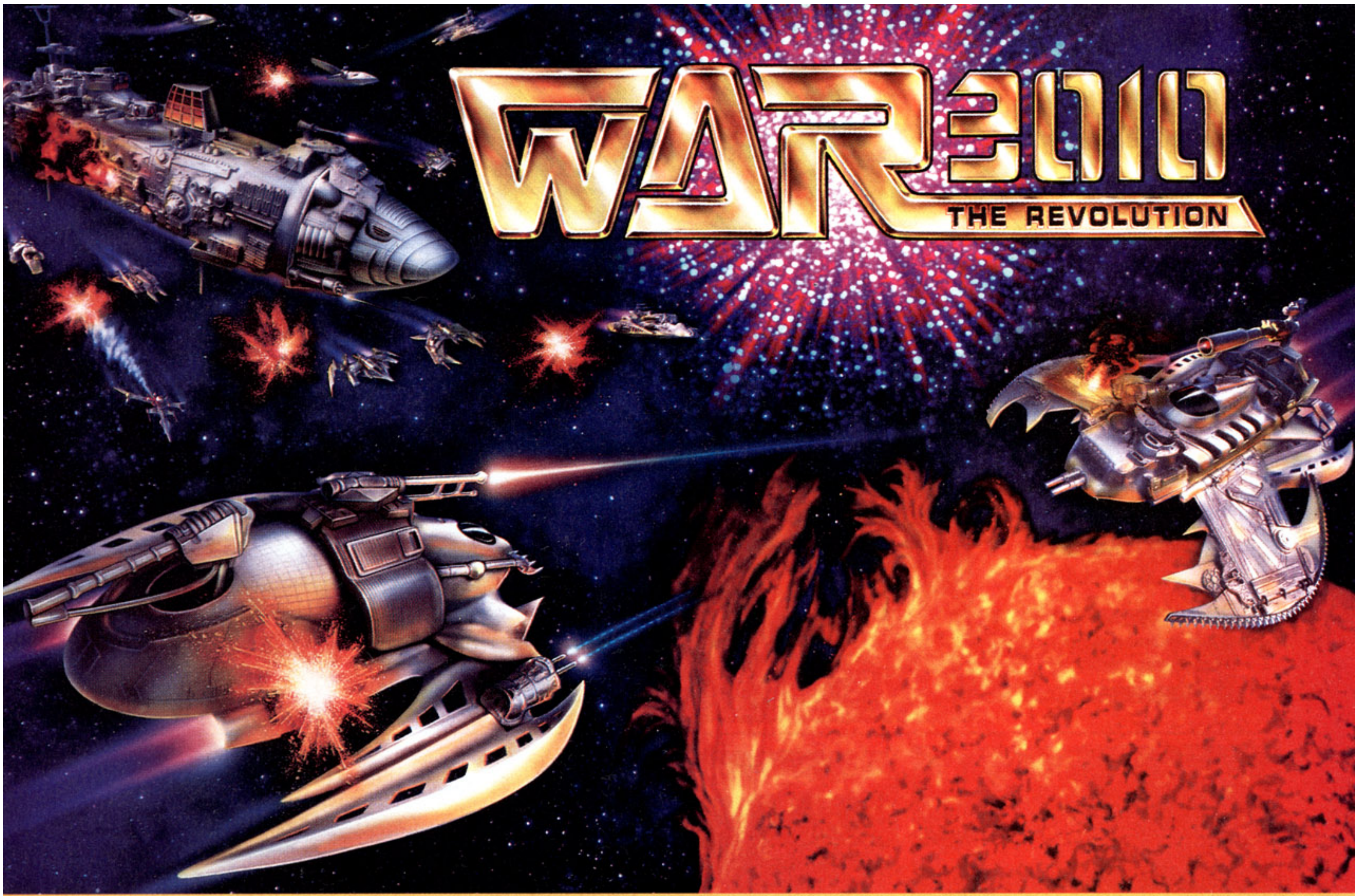




Killer Instinct

Killer Instinct combos the N64 in a big way. The greatest changes in the N64 version are the new 3D backgrounds and the dramatic camera effects. The camera angles can actually shift to highlight moves and combos. Both the backgrounds and characters will move at 60 frames per second. Most of the characters from KI 2 return, along with two or three new fighters. The early playable version at E3 needed some serious help, though; the gameplay was very slow and the fighters were extremely pixelated.
—*Bruised Lee*

Developed by Rare
Published by Nintendo
Available Fourth Quarter '96



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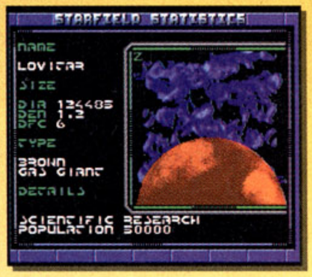
- Easy icon-driven menu system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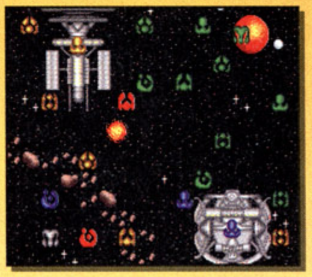

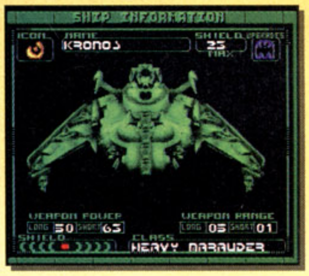
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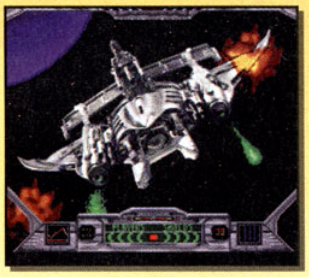
SHIELD
CLASS HEAVY MARAUDER



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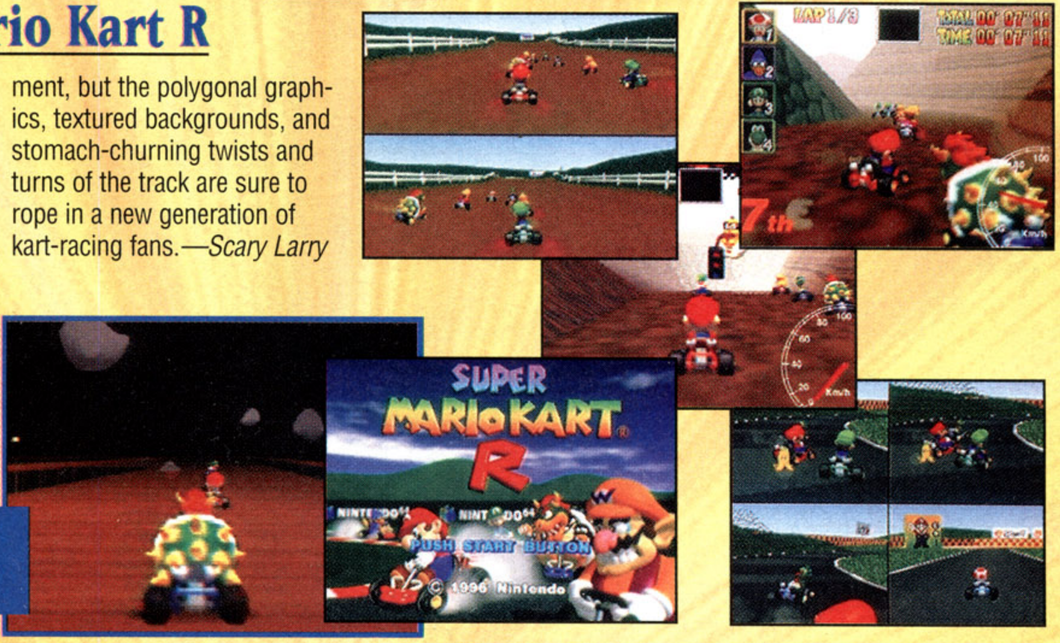
Super Mario Kart R

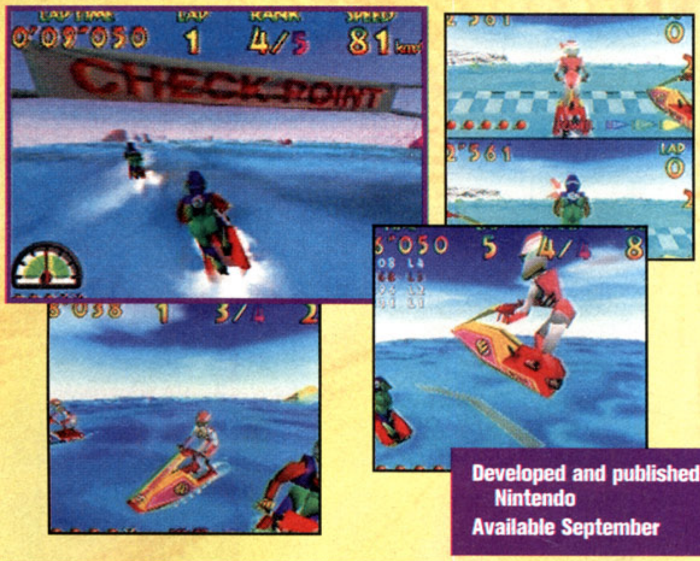
Nintendo will bank on its classics, and this 64-bit update of Super Mario Kart is sure to become a classic in its own right. Featuring all the characters from the first game and the rippin' Battle Mode, Super Mario Kart R also showcases a four-player simultaneous mode, utilizing the four player ports on the front of the deck.

The game plays a little slowly at this stage of development, but the polygonal graphics, textured backgrounds, and stomach-churning twists and turns of the track are sure to rope in a new generation of kart-racing fans.—*Scary Larry*



Developed and published
By Nintendo
Available October

Waverace 64



Nintendo wants even its racing games to be different from other next-gen titles: Hence Waverace, a racing game featuring water jetskis. In the early version we played, the special effects that showcased water splashing, waves rolling in, and players jumping over ramps were incredible.

Controlling your bike will depend on more than just deft thumbs, though. Wave height, wind direction, and bike mechanics will all play a part. And as you progress, you will be able to buy better bikes. Nintendo may have the next Wipeout here.—*Scary Larry*

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Developed and published by Nintendo
Available September

Hands On: The Nintendo 64

NINTENDO64

Your $249.95 buys the N64 and one controller.

The N64 controller offers three gameplay positions.

The eagerly awaited Nintendo 64 was the hardware star of E3, and this was the first opportunity for American gamers to play.

The N64's tri-handled controller may look weird, but it feels great. There are three possible controller configurations, four if you count the gun trigger mounted underneath the controller.

The center-mounted thumbstick (called the 3D Control Stick) fires up knockout action for some games. In Super Mario 64, for example, you could easily make 3D Mario run a 360-degree circle without lifting your thumb from the stick, but flying the Star Wars snowspeeder was tricky, and surviving Killer Instinct was nearly impossible. However, the N64 games at E3 supported both the stick and the control pad, which worked fine with MK Trilogy.

The controller also features four small buttons called the C Button unit. Depending on the game, the C buttons can activate a variety of actions, but in SM 64 they switched between four playable camera angles so you could get the best possible gameplay view. Awesome!

The Nintendo 64 is here to play! Look for an in-depth report next issue.

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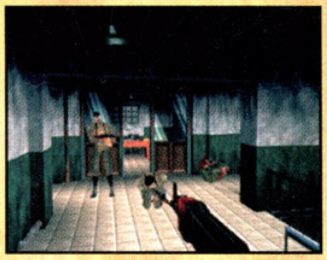
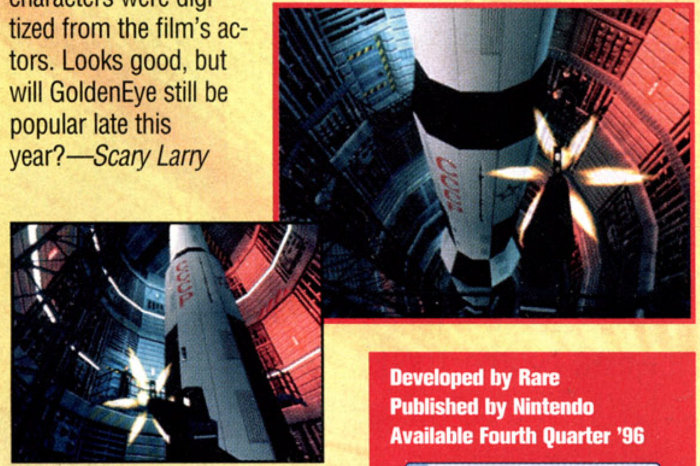
GoldenEye

GoldenEye (based on last year's James Bond movie) is a new game with Resident Evil-ish graphics. Very little of the game was shown, but what was there looked smooth and polished. In order to produce a more realistic effect, all the faces of the characters were digitized from the film's actors. Looks good, but will GoldenEye still be popular late this year?—*Scary Larry*

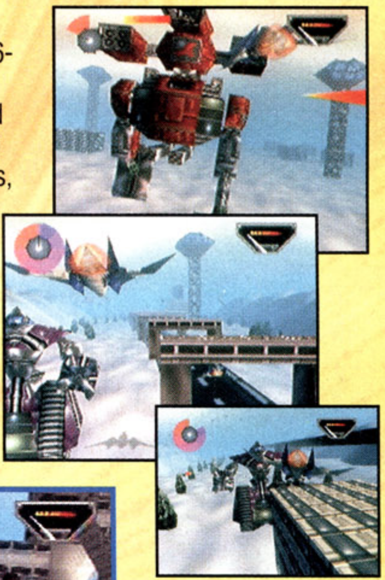


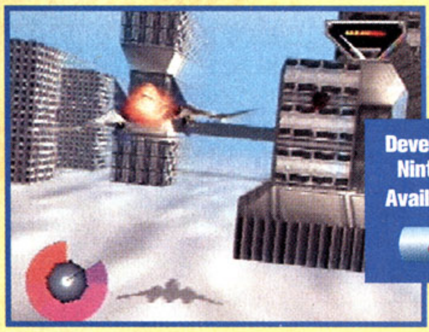


Developed by Rare
Published by Nintendo
Available Fourth Quarter '96
10% COMPLETE

Star Fox 64

Once again, Nintendo wants you to relive the thrill of its 16-bit titles, this time with a revamped Star Fox. Fox Mcloud is back at the helm with a hot new ship, cooler backgrounds, and tougher enemies. Star Fox 64 strives for a next-generation look and feel (although this polygon-based shooter was next-gen when it was released for the SNES two years ago), and it surpasses the shooters out now.—*Scary Larry*

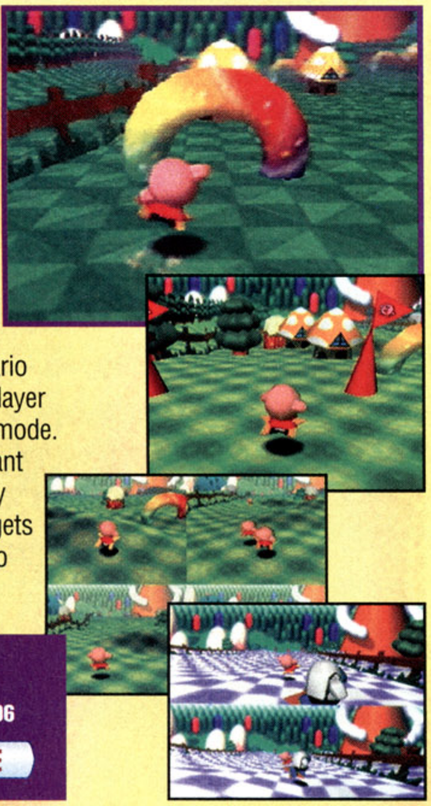




Developed and published by Nintendo
Available Fourth Quarter '96
40% COMPLETE

Kirby's Air Ride

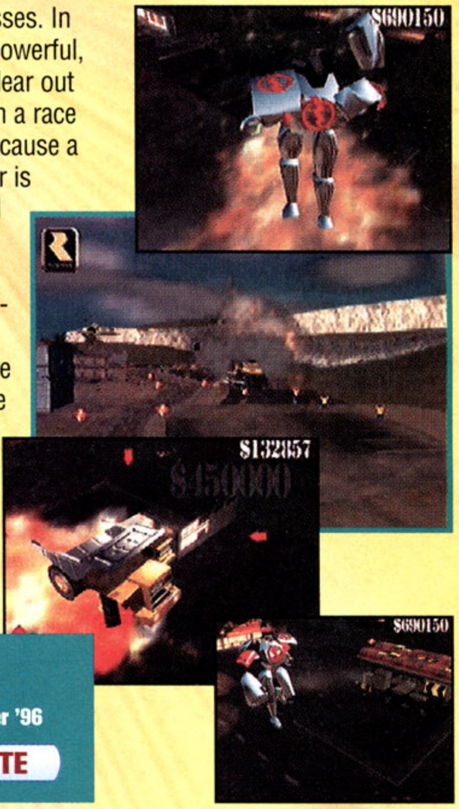
Featuring Kirby, that pink marshmallow from the NES, SNES, and Game Boy games, the early version that we saw of Kirby's Air Ride looked like a really slow skateboard sim. Trying to ride on the coattails of the skateboard/air-surfing wave, this game (like Super Mario Kart R) also has a four-player simultaneous gameplay mode. But will real thrashers want to hang with Snoop Kirby Kirb? Unless this game gets faster, it may be kicked to the Kirb.—*Scary Larry*



Developed and published By Nintendo
Available Fourth Quarter '96
20% COMPLETE

Blast Corps

Here's one for the masses. In Blast Corps, you use powerful, hi-tech bulldozers to clear out cities and rural areas in a race against time. Why? Because a runaway missile carrier is heading your way, and that's not the kind of thing that should hit a roadblock. Great explosions and great vehicles (you can buy more expensive and effective bulldozers along the way), though not a great game for those who procrastinate.
—*Scary Larry*

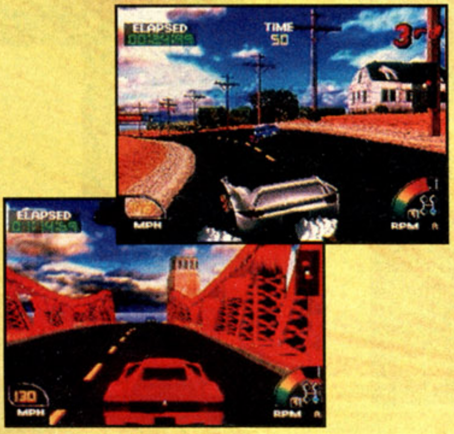


Developed by Rare
Published by Nintendo
Available Fourth Quarter '96
10% COMPLETE

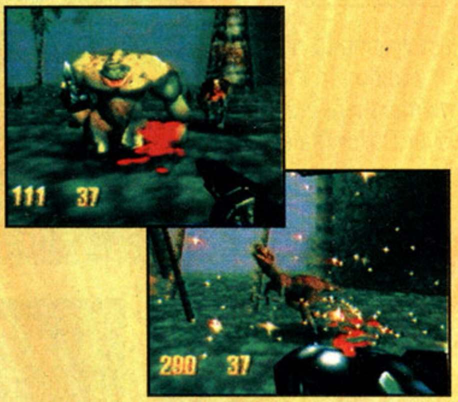
Cruis'n USA

Cruis'n USA takes a spin out of the arcades and onto the N64. Choose from several vehicles (including the bus and cop car) in this wild 14-stage ride across the great American highways. Split-screen perspective allows two players to share the action simultaneously. The N64 control stick gives players precision accuracy in the tightest turns.—*Bruised Lee*

Developed by Rare
Published by Nintendo
Available September



Turok: Dinosaur Hunter



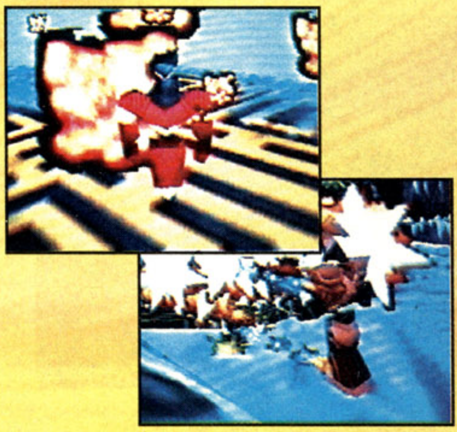
Based on the comic-book series, Turok is a first-person Doom-style shooter. Graphically, the game appears to make good use of the N64's capability to produce high-definition texture-mapped polygons, with fully rendered environments and fully 3D creatures. The player can move smoothly through each nonlinear area, and can discover secret rooms, power-ups, and tons of weapons.—*Bruised Lee*

Developed and published by Acclaim
Available Fourth Quarter '96

Freak Boy

Formerly titled Stacker, Freak Boy looks like the only 3D character-based game to challenge Mario. Unlike the cutesy plumber, however, Freak Boy has morphing elements, which he must use to collect weapons and fuse with power-ups to battle bosses throughout the game's 20-plus levels. While levels like the Ice World looked sharp, Freak Boy was not playable at E3.—*Bruised Lee*

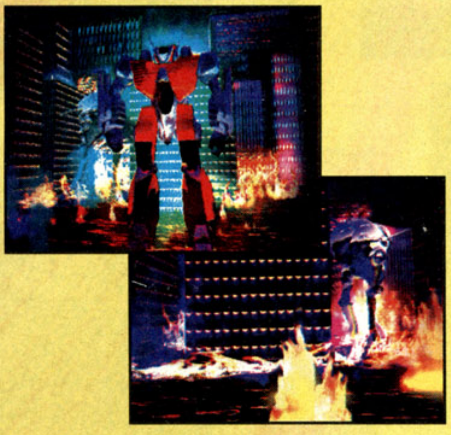
Developed and published by Virgin
Available First Quarter '97



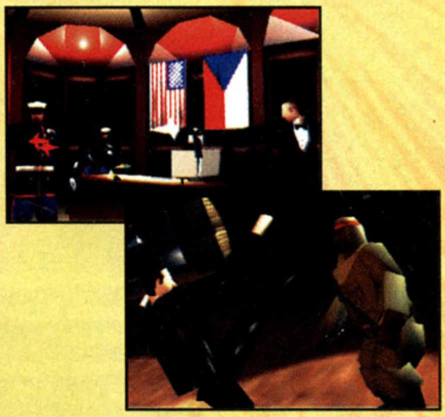
Robotech: Crystal Dreams

The familiar cartoon comes to life as a stunning first-person shooter with a new story that fits right into the existing Robotech chronology. Big enemies, 30-40 missions, a ship that morphs three ways, and a true 3D universe that enables you to fly under, over, behind, and around objects all add up to an impressive space shootout.
—*Coach Kyle*

Developed and published by GameTek
Available November



Mission: Impossible



Early looks reveal a game not yet up to the rep of the classic TV show. Loosely based on this summer's movie, MI is a third-person action/adventure game viewed from a floating camera. As a master of espionage, you try to manipulate other characters into doing what you want. Choppers, subs, gadgets, and explosions add to the intrigue.—*Doctor Devon*

Developed and published by Ocean
Available December

Next for the Nintendo 64

(Dates are subject to change)

September 30:

- **Body Harvest** (Nintendo)
- **Cruis'n USA** (Nintendo)
- **Pilotwings 64** (Nintendo)
- **Star Wars: Shadows of the Empire** (LucasArts)
- **Super Mario 64** (Nintendo)
- **TetrisPhear** (Nintendo)
- **Waverace 64** (Nintendo)
- **Star Fox 64** (Nintendo)
- **Super Mario Kart R** (Nintendo)
- **Turok: Dinosaur Hunter** (Acclaim)
- **War Gods** (Williams)
- **Wayne Gretzky 3D Hockey** (Williams)

By Christmas:

- **Blast Corps** (Nintendo)
- **Buggie Boogie** (Nintendo)
- **FIFA '96** (Electronic Arts)
- **GoldenEye 007** (Nintendo)
- **Ken Griffey, Jr.** (Nintendo)
- **Killer Instinct** (Nintendo)
- **Kirby's Air Ride** (Nintendo)
- **Mission: Impossible** (Ocean)
- **Monster Dunk** (Mindscape)
- **Mortal Kombat Trilogy** (Williams)
- **NBA Hang Time** (Williams)
- **Robotech: Crystal Dreams** (GameTek)

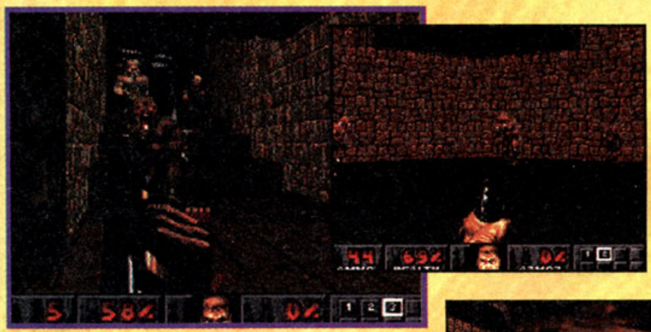
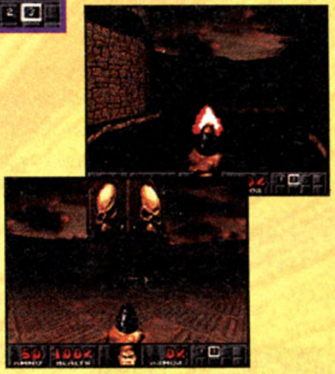
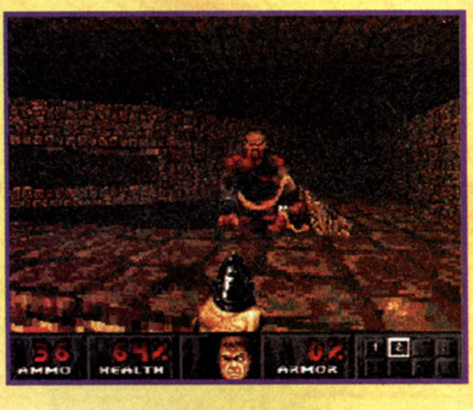
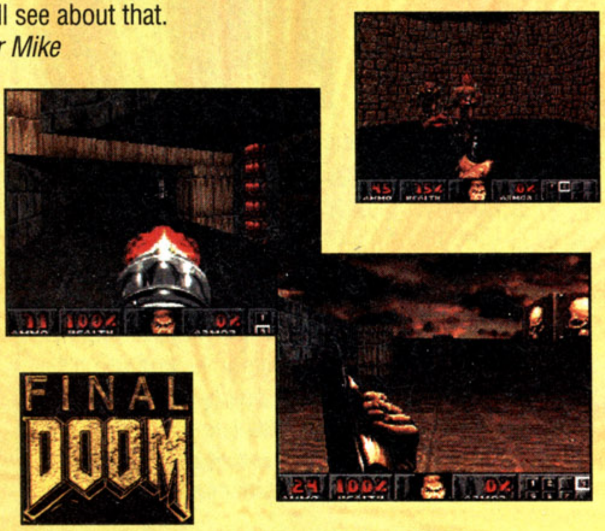
1997 and beyond:

- **Doom 64** (Williams)
- **Freak Boy** (Virgin)
- **Robotron X** (Williams)
- **Silicon Valley** (BMG Interactive)
- **Ultra Combat** (GT Interactive)
- **Ultra Descent** (Interplay)
- **Untitled golf game** (Seta)
- **Untitled rally racing game** (Seta)
- **Untitled RPG** (Natsume)
- **Untitled soccer game** (BMG Interactive)
- **Untitled vertical shooter** (Seta)
- **Vegas Slots** (Seta)

E3 SHOW STOPPER

Final Doom

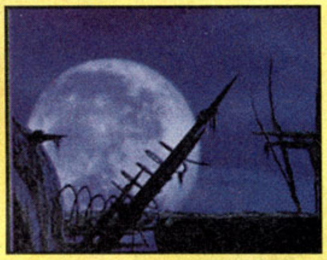
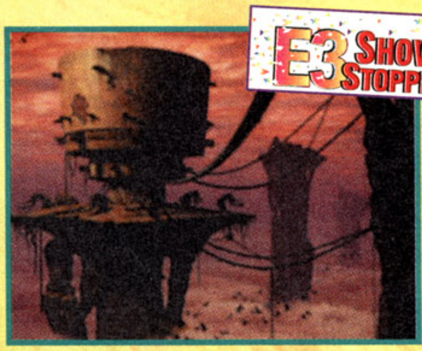
They're back! Just when you thought the world was safe from zombies, imps, and other spawn of hell, here comes another onslaught of blood and mayhem. This entry, Final Doom, has over 30 new levels filled with all the recognizable Doom elements: pressure plates, weapons, and, of course, monsters just waiting to rip you apart. In addition to the one-player game, there are also two-player Death Match and Cooperative modes, courtesy of the link cable. We've heard this will be the last of the first-person Doom titles for the PC. We'll see about that. *—Major Mike*

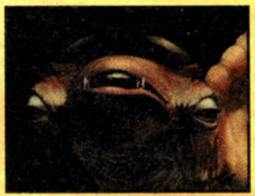
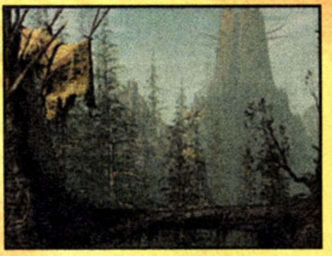
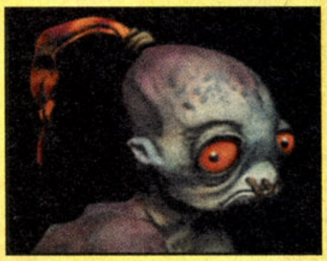
Developed and published by Williams Entertainment
Available October
70% COMPLETE

Soul Storm

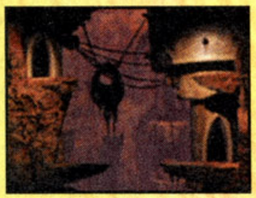
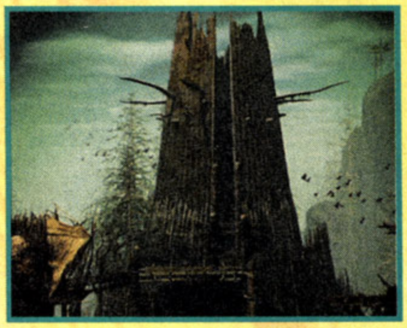
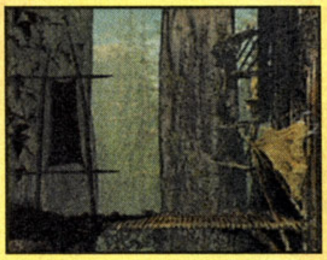
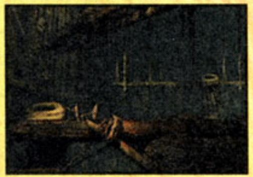
One of the most dazzling games at E3, Soul Storm snuck out of nowhere with breathtaking graphics and a fresh approach to platform gaming. Because Abe, the main character, is an escaped slave, the action focuses on avoiding rather than fighting – defusing a mine, evading a squad of enemies, and so on. Abe can sneak, jump, roll, ride steeds, and possess his enemies to solve puzzles or pass obstacles. Many of the doors and puzzles are solved by learning songs or sentences, and Abe has 16 user-controlled sounds to face these challenges. The graphics gleam with spectacular backgrounds and lifelike, humorous animations. Keep an eye out for this killer game.*—Air Hendrix*

E3 SHOW STOPPER

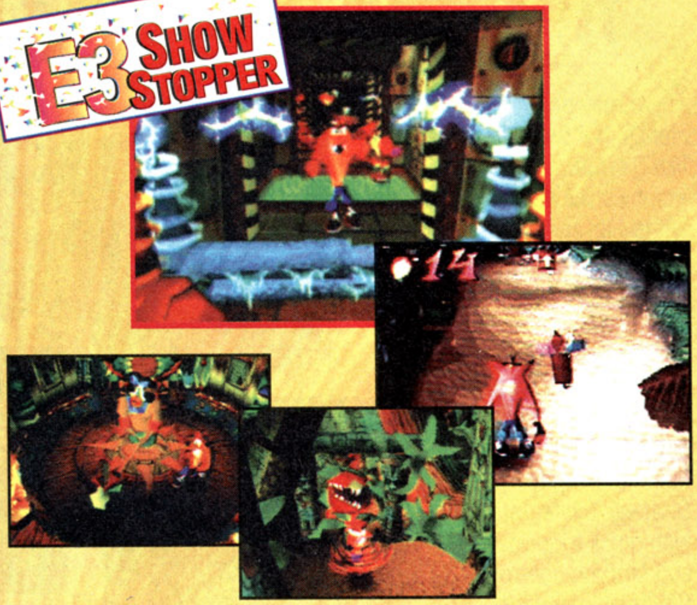
Developed by Oddworld Inhabitants
Published by GT Interactive
Available March '97

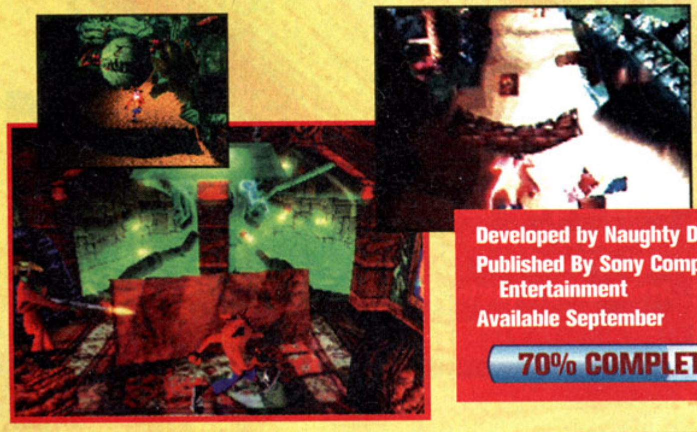





Crash Bandicoot

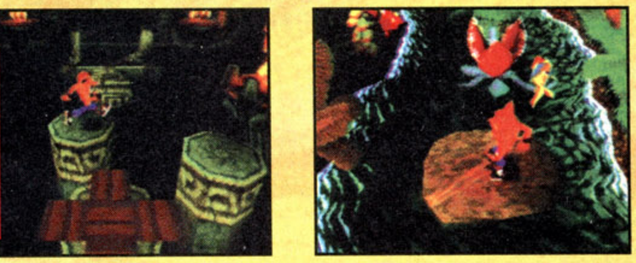
E3 SHOW STOPPER

After finally scoring some hands-on gaming time with the much-ballyhooed Crash Bandicoot, we feel safe in saying that this cool game is worth getting excited about. While it doesn't revolutionize platform gaming, Crash does offer some cool new twists, such as 3D levels where you run into or away from the foreground. You face tough jumps, pincer-clawed crabs, rolling gates, skunks, snapping plants, and boulders (hot on your tail à la Indiana Jones). Crash tackles these obstacles with a jump, a Taz-like spin move, and a repertoire of humorous expressions and animations. Tropical graphics make for a colorful eyeful.—*Air Hendrix*





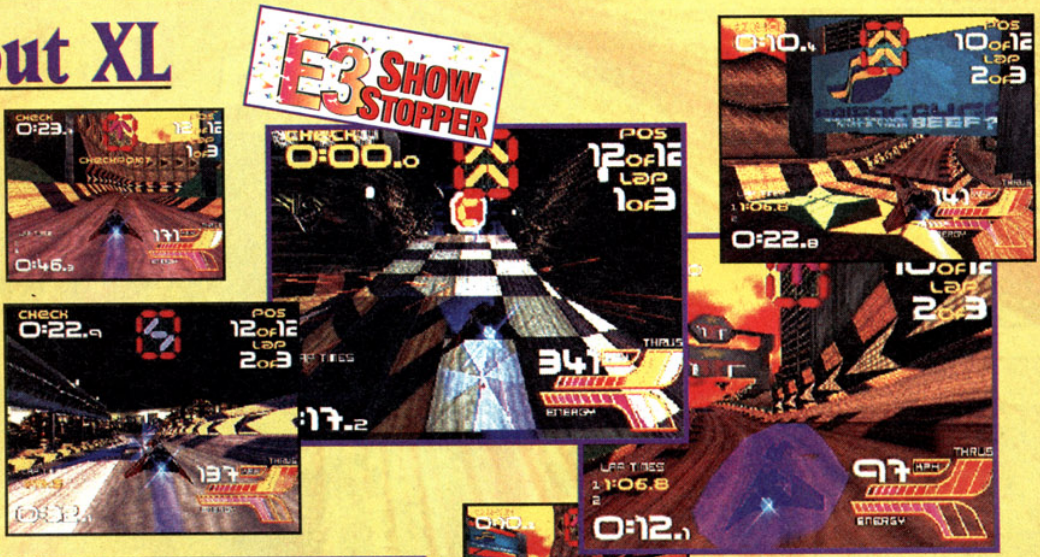
Developed by Naughty Dog
Published By Sony Computer Entertainment
Available September
70% COMPLETE

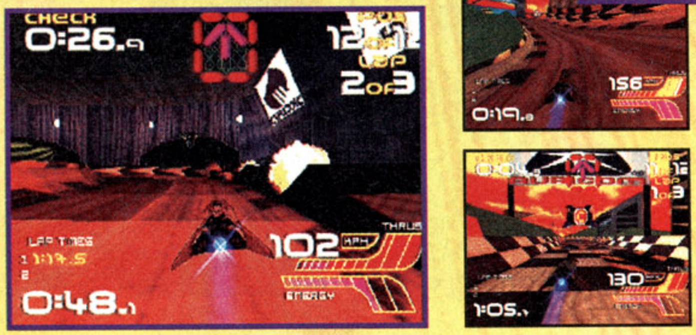


Wipeout XL

E3 SHOW STOPPER

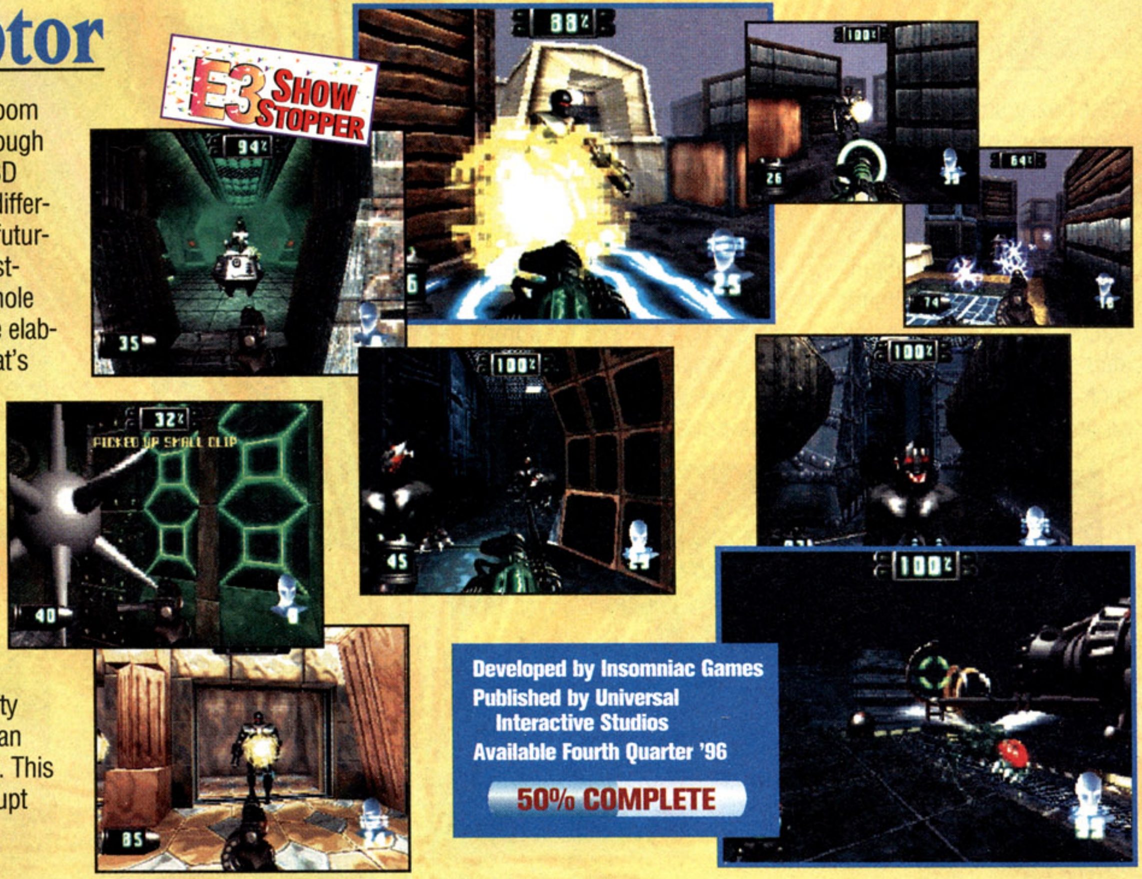
Wipeout rocked the PlayStation racing world last year, and the sequel's blazing your way with some impressive refinements. Wipeout XL offers three racing classes – the usual Viper and Rapier modes plus an easier level – and the 15 new courses are now packed with 15 opponents. Other hot additions include checkpoints, pit stops, new ships, and nine new weapons including plasma bolts, E-paks, and thunder bombs. Addressing complaints about the wicked challenge and tricky controls, Psygnosis has tuned the gameplay to deliver much smoother handling and more arcade-style action. Graphically, the even cooler hovercraft sport a sweet new engine flame and lock-on targeting cursor, and the spectacular courses pit you against even more fantastic jumps and turns.—*Air Hendrix*





Developed and published by Psygnosis
Available November
50% COMPLETE

Disruptor

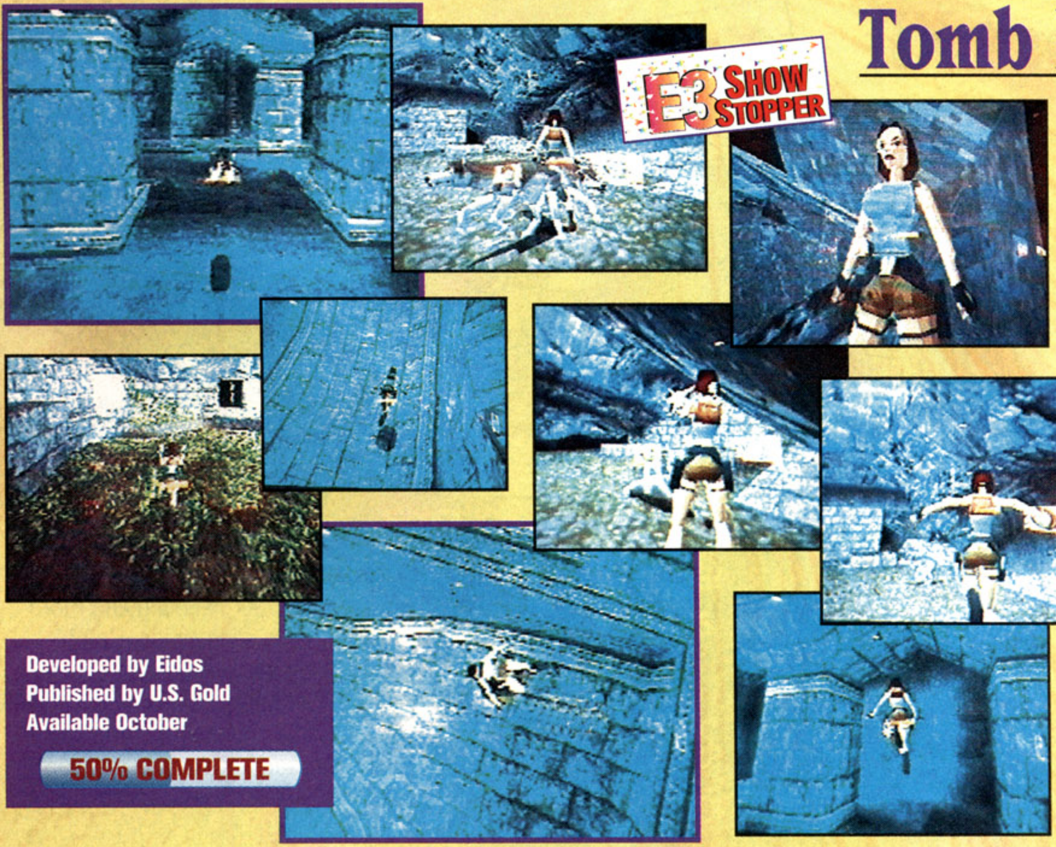


There may be too many Doom clones, but there aren't enough like Disruptor. With crisp 3D graphics, 13 dramatically different levels, and 20 distinct futuristic environments, this first-person shooter packs a whole lot of visual power. But the elaborate graphics aren't all that's cool. Disruptor's gameplay is very challenging, but you won't spend hours looking for keys. Strategy is integrated with quick trigger action and smooth controls. You're also provided with "psionic" weapons (sci-fi's answer to spells) that help you deal with the crafty mutants, robots, and human enemies you're up against. This game looks like it will disrupt the world of shooters.
—*Tommy Glide*

Developed by Insomniac Games
Published by Universal Interactive Studios
Available Fourth Quarter '96

50% COMPLETE

Tomb Raider



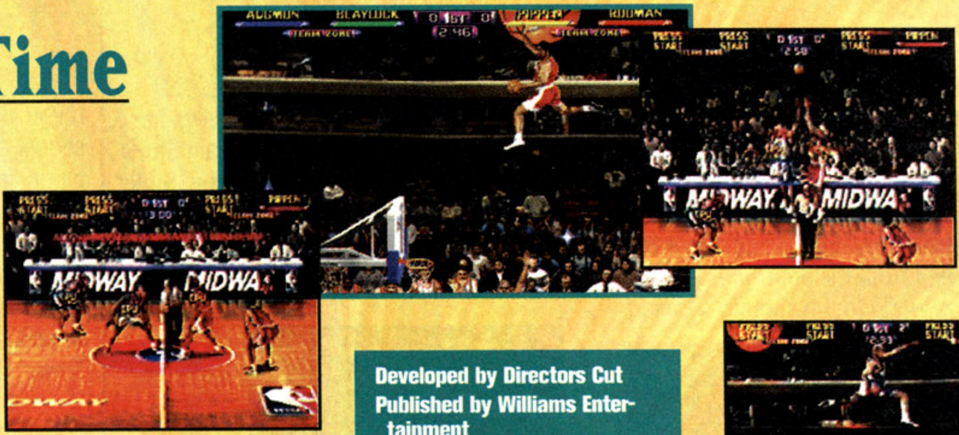
Both 32-bit systems will benefit from the release of this great-looking 3D action/adventure game. As archaeologist Lara Croft, you undertake an Indiana Jones-style treasure hunt through huge levels filled with ancient ruins, tombs, palaces, and pyramids. Successful searching, shooting, and puzzle solving take you to locations as diverse as Egypt and Peru. The graphics really make this game stand out. The third-person view presents a quick-moving character who maneuvers smoothly through richly detailed 3D environments. Check out the underwater levels – this is some of the best swimming we've seen in a game.—*Coach Kyle*

Developed by Eidos
Published by U.S. Gold
Available October

50% COMPLETE

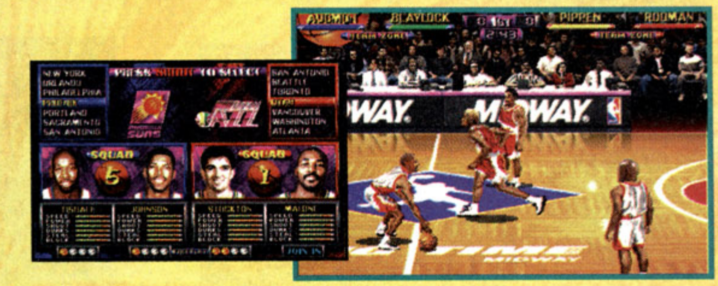
NBA Hang Time

Williams is preparing NBA Hang Time for a slam 'n' jam dunk-frenzied entry into arcade-style sports. Hang Time is the third installment in the NBA Jam b-ball series. Unlike the original Jam and Tournament Edition, though, Hang Time enables gamers to choose two players from a five-man lineup for a four-player two-on-two jamfest. Hopefully, the console version will retain the best features of the arcade version. The create-a-player mode enables you to customize and save your own personal player. The six-digit code system releases hidden players, power-ups, and special courts.—*Bro' Buzz*



Developed by Directors Cut
Published by Williams Entertainment
Available October

40% COMPLETE

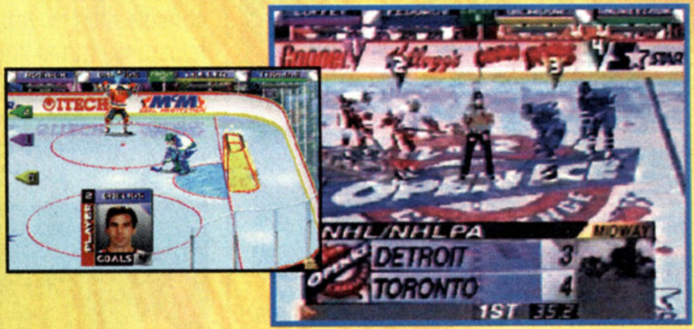


NHL Open Ice:

2 on 2 Challenge

Williams is ready to ride into the ice-hockey rink, too. Open Ice is a console version of the action-packed two-on-two ice-hockey arcade game, which features all 26 NHL teams. Ice is basically Jam with sticks. You go two-on-two with a CPU-controlled goalie. Up to four players can get "hot" (torch the net with blazing shots), check opponents, and make game-winning saves. If Open Ice remains true to its arcade counterpart, expect tons of codes, including "big heads" and hidden characters.—*Bro' Buzz*

2 on 2
OPEN ICE
CHALLENGE
PC CD
Ultra 64
Saturn
NHLPA



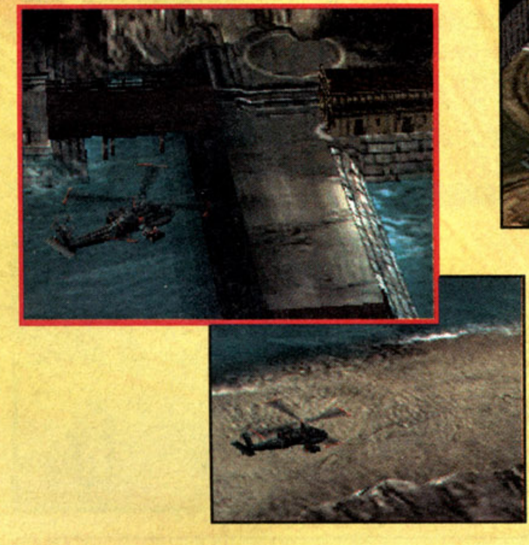
Developed by Avalanche
Published by Williams Entertainment
Available November

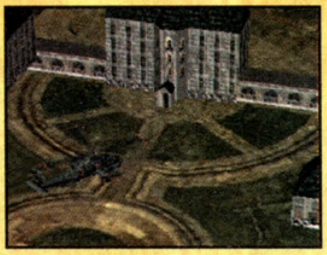
40% COMPLETE

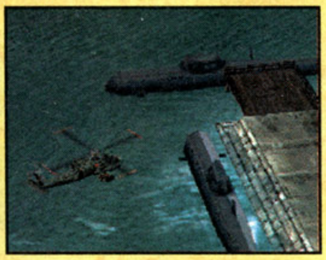
Soviet Strike

Strike fans, limber up those trigger fingers! The Shadow Man, an ex-KGB operative, is trying to rip off Soviet nukes to put the hard-line commies back into power. You're a trigger-happy copter jockey fighting for democracy. Everything about Strike is massive – from the enormous 40-mission game world to the aircraft, a Desert Strike-style Apache gunship loaded for bear. You can switch gameplay views between the standard stationary-terrain Strike look and a behind-the-chopper view. Strike is poised to strike!—*Bro' Buzz*

Developed and published by Electronic Arts
Available Fall '96



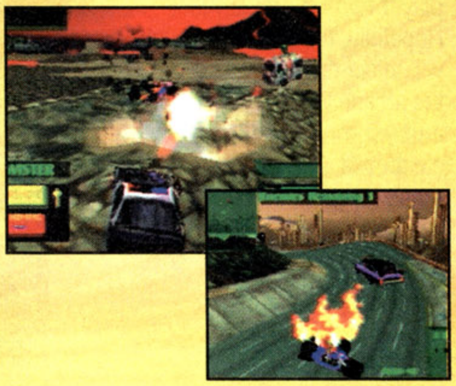




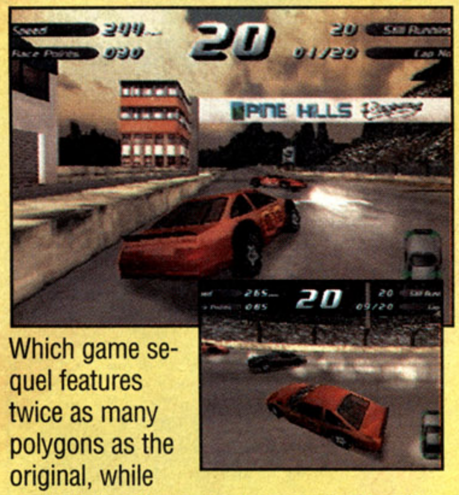
Twisted Metal 2:
World Tour

If you liked Twisted Metal, you'll dig the sequel, because it's basically the same game. Instead of Los Angeles, the eight levels of TM 2 feature international locales such as Paris, Tokyo, and Antarctica. Armed with new weapons and new cars (including a hearse and a man strapped to two big wheels), you can even blow up the Eiffel Tower. C'est magnifique!—*Doctor Devon*

Developed by Singletrac
Published by Sony
Available October



Destruction Derby 2



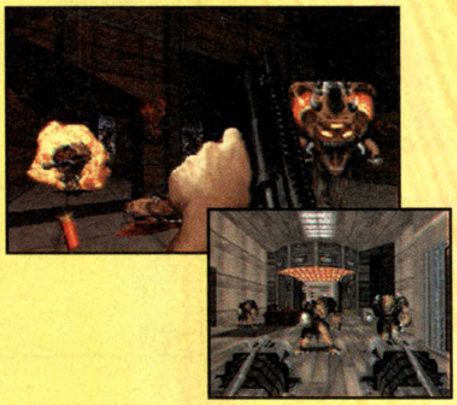
Which game sequel features twice as many polygons as the original, while maintaining the same frame rate of animation? Destruction Derby 2, of course! With a sharper look à la Daytona, DD 2 also sports a new game engine that features full 3D car crashes and rolls, more and longer tracks, and a real Indianapolis announcer. Buckle up!—*Tommy Glide*

Developed and published by Psygnosis
Available Fourth Quarter '96

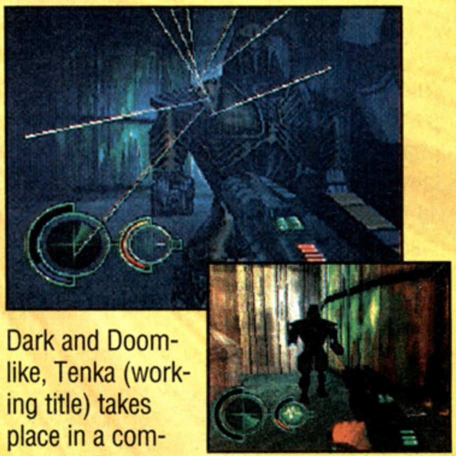
Duke Nukem 3D

The Duke of pain is back, but not on the PC, on the PlayStation! Now you can learn firsthand what all the talk is about. Duke's a first-person Doom-style game with more attitude, more guns, and more humor (expect the risque stuff to be cut from the console title). If you think Doom is overhyped, wait until you get behind the trigger in Nukem.—*Scary Larry*

Developed by Apogee
Published by GT Interactive
Available Fall '96



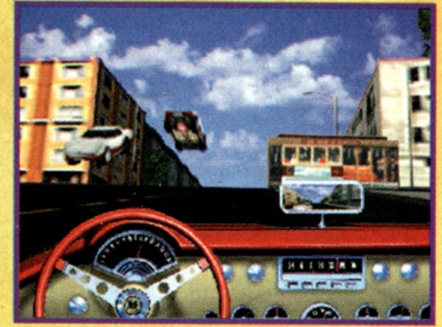
Tenka

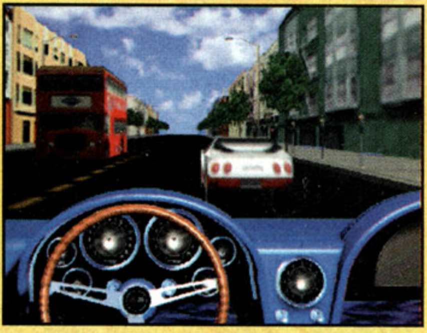


Dark and Doom-like, Tenka (working title) takes place in a completely 3D polygonal environment. In 20 levels, you hunt down mutants, robots, and other weird humanoids in hotels, sewers, and prisons. Your gun, complete with a laser sight, morphs into nine weapons, and you can power-up with a motion-tracker device. Very intense.—*Tommy Glide*

Developed and published by Psygnosis
Available First Quarter '97

Vette: San Francisco Thrills





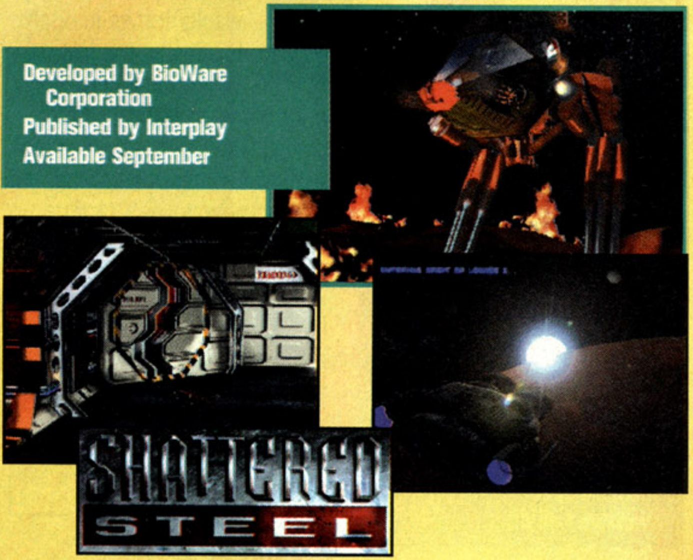
It looks like another sweet racing game's about to lay rubber across the PlayStation. Vette hooks you up with seven killer Corvettes, each with unique performance attributes. Rocketing through the streets of San Francisco, you'll blaze past Fisherman's Wharf, the Golden Gate Bridge, and other famous landmarks as you bump fenders with your foes and the cops, dodge pedestrians, and check out shortcuts. Other cool features include continuously changing course layouts, varying road conditions, and unpredictable weather.—*Air Hendrix*

Developed and published by Spectrum HoloByte
Available Fall '96

Shattered Steel

Another mech shooter's stomping your way! Centuries in the future, you step in as a mercenary ordered to investigate "troubles" (that'd be an alien menace, of course) at a mining colony. Shattered Steel sports 70 missions on three worlds filled with more than 50 robotic menaces, and you fight back with a whoppin' 30 weapons, including heat-seeking missiles. If you've dusted Krazy Ivan, this could be worth a look.—*Air Hendrix*

Developed by BioWare Corporation
Published by Interplay
Available September



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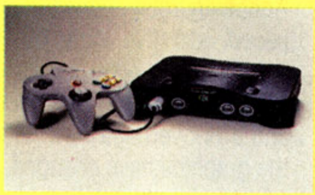

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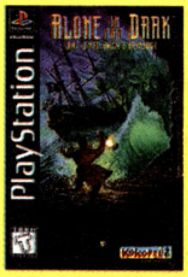

'ALONE IN THE DARK' A unique graphic adventure game filled with puzzles and interactive hurdles, 15 challenging levels and graphics moving at a fast 30 to 60 frames per second! **PSX $52**

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Robotron X

Robotron 2084 – one fast-paced, addictive, early '80s coin-op game – reappears in '96 with a polygon makeover and a ¾-overhead view. While the graphics have changed, the job remains the same – blast everything and collect the surviving humans for big points. As in the original, you'll maintain a complete view of the action, but the camera will zoom to bring you in for a tighter look at some of the explosions. Compatible with Sony's analog joystick, Robotron will feature 100 levels plus bonus rounds. It looks pretty, so let's hope it maintains the original's intensity.—*Tommy Glide*

Developed by Player1
Published by Williams Entertainment
Available October

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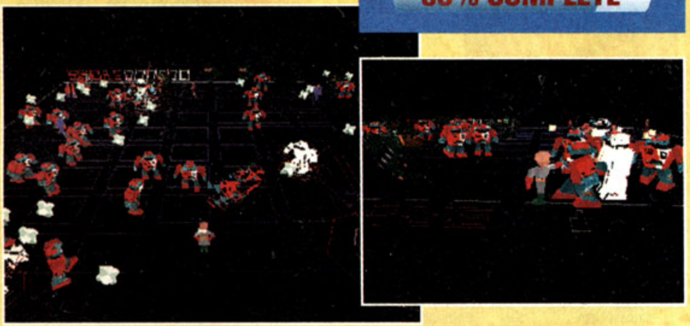
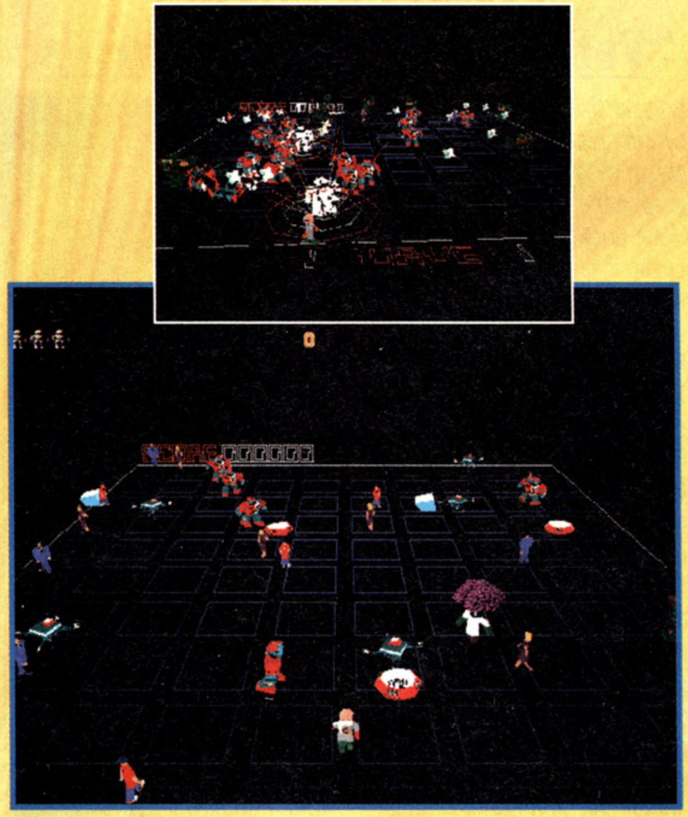
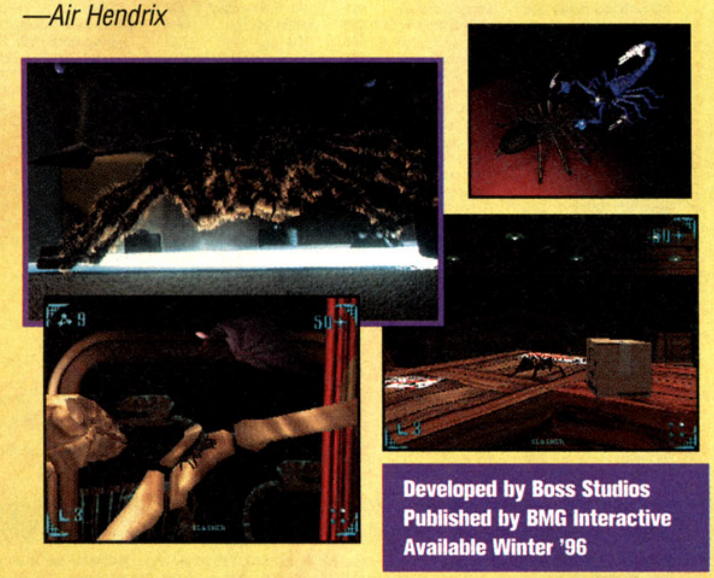




The Grunts and the Brains are back to hound you.

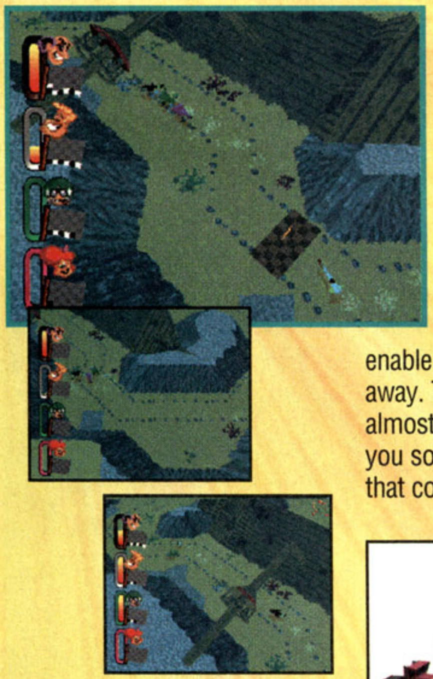
Spider

If the sight of mere cobwebs sends shivers down your spine, this 3D action platform game will give you fits. Playing as a huge cybernetic spider, you creep and web-sling through 30-plus levels in six worlds, smacking around your enemies with weapons such as homing missiles and flame throwers attached to your legs. Secret levels and power-ups should also ramp up the gameplay, and these very early pictures showcase already-impressive graphics.
—*Air Hendrix*



Developed by Boss Studios
Published by BMG Interactive
Available Winter '96

Supersonic Racers



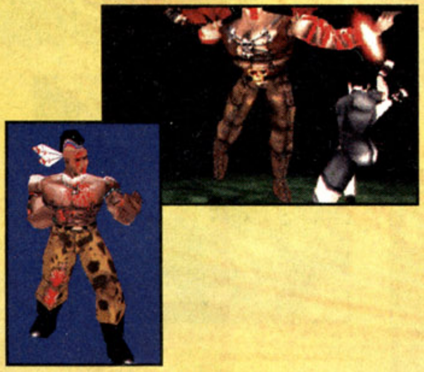
Despite its kiddie looks, Supersonic Racers has the addictive appeal of multiplayer games like Super Bomberman. Up to eight players tear around a variety of wacky tracks in such locales as the Wild West. Easy controls enable you to floor it right away. The bright graphics look almost 16-bit at this stage, but you somehow keep picking up that controller.—*Air Hendrix*

Developed and published by Mindscape
Available Fall '96

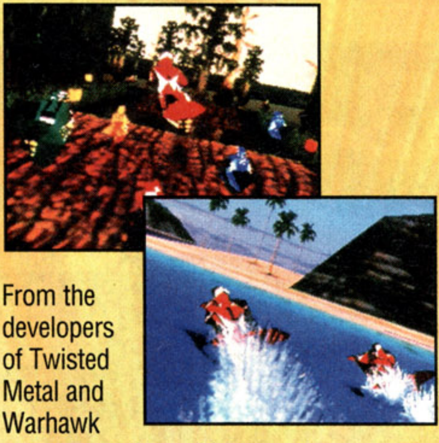
Kumite: The Fighters' Edge

Kumite is a one-on-one fighting game with combatants from around the world that features 360-degree combat motion and texture mapping. In the course of a match, damage to the fighters is visible on their faces and bodies. Players also have the ability to sidestep, and every move is linkable for unlimited combination attacks. *—Bruised Lee*

Developed by 47 Tek
Published by Konami
Available Fourth Quarter '96



Jet Moto



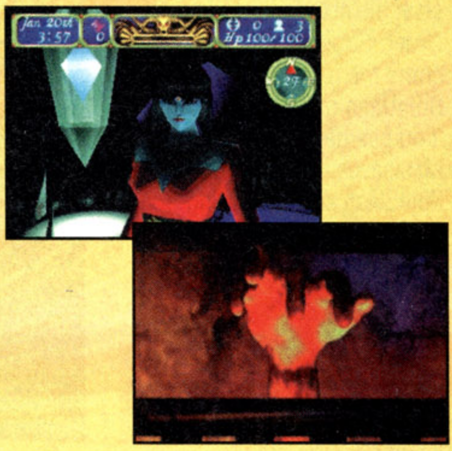
From the developers of Twisted Metal and Warhawk comes a cool new idea in racing games. Jet Moto plops you onto one hot machine – half jet ski, half motorcycle – that traverses water, pavement, ice, dirt, and more. Pitting you against 20 opponents, the 12 courses send you across oceans and swamplands alike to face wicked jumps and tight turns.*—Air Hendrix*

Developed by Singletrac
Published by Sony Computer Entertainment
Available Fall '96

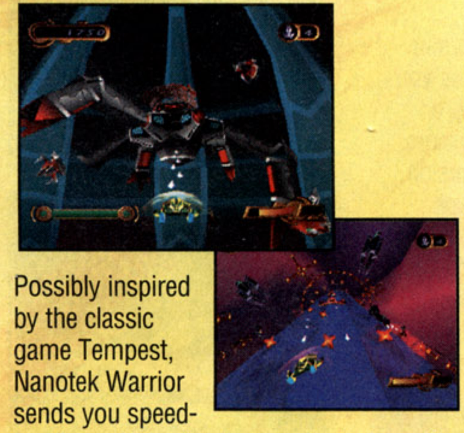
Castle of the Damned

Here's a switch from the usual formula: You play the bad guy and try to kill the good guys in this thriller from Tecmo. You must drain the life forces of castle visitors to fulfill a pact you made with the master of the castle. With 3D polygon graphics and an eerie music score, Castle looks like a promising title.*—The Axe Grinder*

Developed by Tecmo Interactive Studios
Published by Tecmo
Available Fourth Quarter '96



Nanotek Warrior



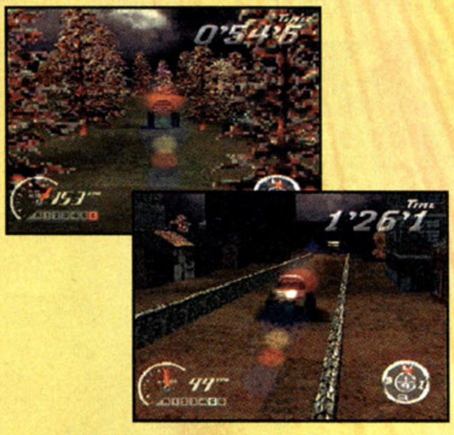
Possibly inspired by the classic game Tempest, Nanotek Warrior sends you speeding through the interiors and exteriors of tubes while you blow away everything in your path. With suave scrolling in a colorful polygonal environment, Nanotek's eye candy complements the gameplay's fast, innovative shooting and jumping. Survive, and you'll fight some very impressive bosses.*—Tommy Glide*

Developed by Tetragon
Published by Virgin Interactive Entertainment
Available Fourth Quarter '96

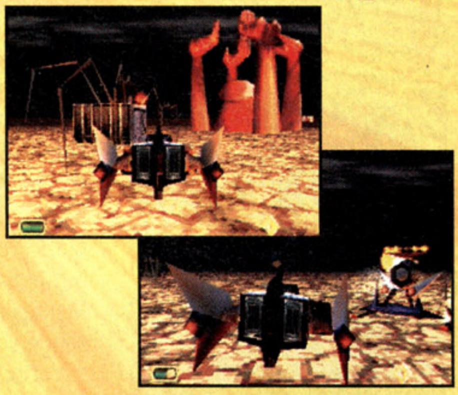
Monster Truck Rally

Go off-road in some of the biggest trucks ever to grace a game screen. In this unorthodox racing game, you drive through fully texture-mapped 3D environments and make your own roads! Of course, you get to crush a few smaller cars in the process, and you can also choose dune buggies to navigate the numerous rough terrains. *—Tommy Glide*

Developed and published by Psygnosis
Available Fourth Quarter '96



MTV's SlamScape



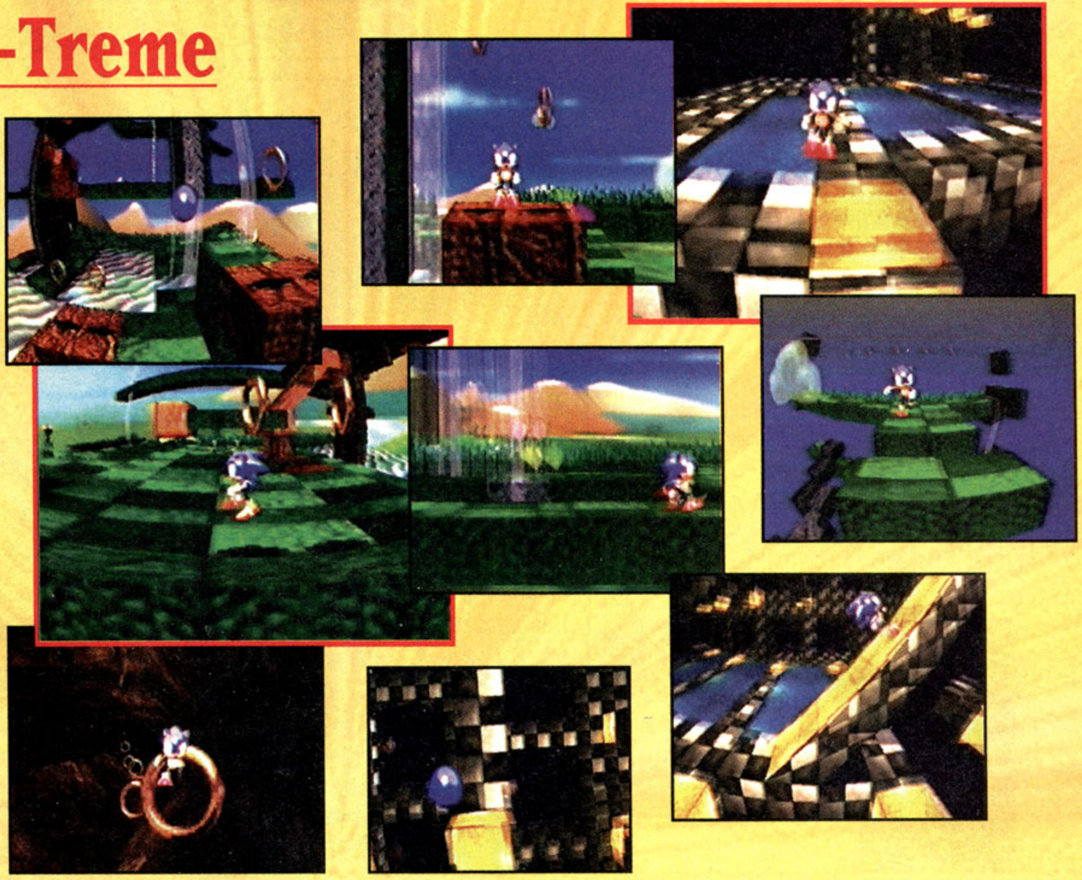
Drive a bumper-car/hovercraft through SlamScape's five dreamlike cyberworlds. Moving 360 degrees in a 3D environment, you drive, shoot, jump, and slam into objects from your behind-the-car view. In the haunted carnival level, the great visuals (the animation runs at 60 frames per second) and impressive vehicle control dwarfed the audio layering effects (the MTV part). *—Tommy Glide*

Developed and published
by Viacom New Media
Available December

Sonic X-Treme

Sonic the Hedgehog kicks off his Saturn debut by jumping from 2D to 3D gameplay. Sonic burns rubber in 360 degrees as you guide him through death-defying runs and leaps. X-Treme actually fires up two Saturn video processors in tandem to put Sonic through his paces.

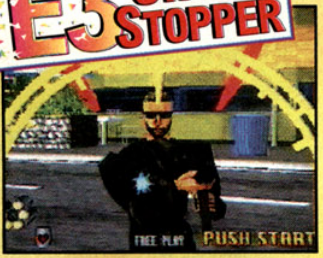
Dr. Robotnik's back to steal the six magical Rings of Order. Sonic fans will also welcome the return of the patented SpinDash move, but the mighty 'hog has new tricks up his 32-bit sleeves, too, such as the SpinSlash and the blazing Sonic Streak. Sonic's sure to heat up the Saturn!—*Bro' Buzz*

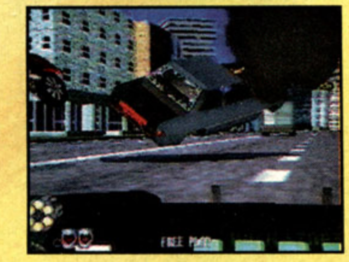


Developed and published By Sega
Available Fall '96

E3 SHOW STOPPER

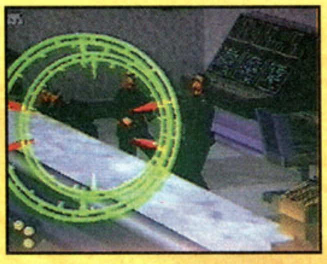
Virtua Cop 2

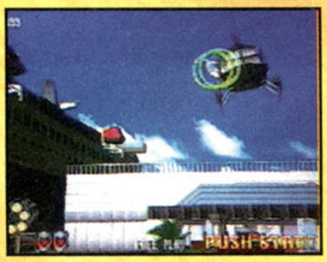




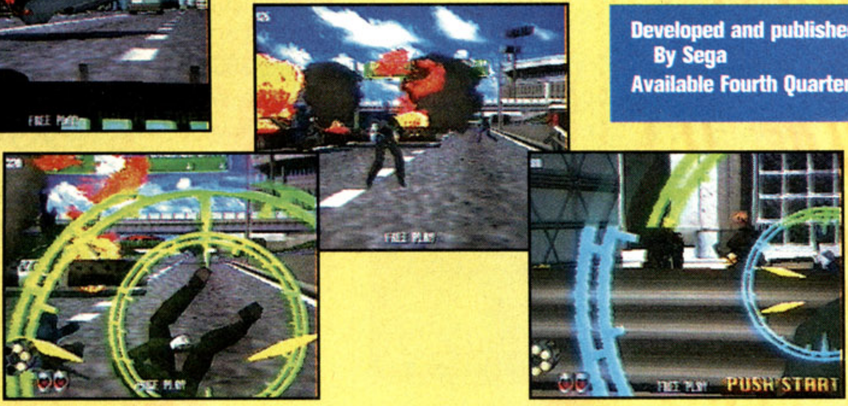
Just when you thought the streets were safe, Virtua Cop 2 brings more miscreant mayhem to the Saturn. This time you pack even more heat, thanks to an arsenal of new guns. You also get new backgrounds, a new partner (Janet Marshall), and more gunslingers than an NRA barbecue.

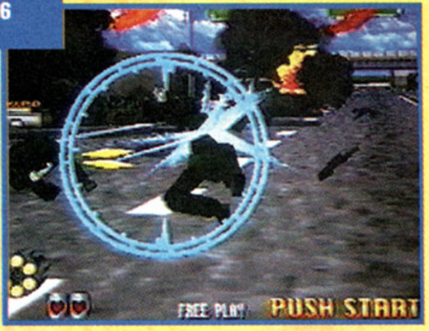
Cop 2 doesn't appear to be just another first-person shooter. The game casts you into high-speed chases, a subway shootout, and more. Judging from the E3 version, this Cop's action is much faster than the original's, and the gameplay seems smoother. As sequels go, VC 2 should shotgun the competition into submission.—*Scary Larry*





Developed and published By Sega
Available Fourth Quarter '96





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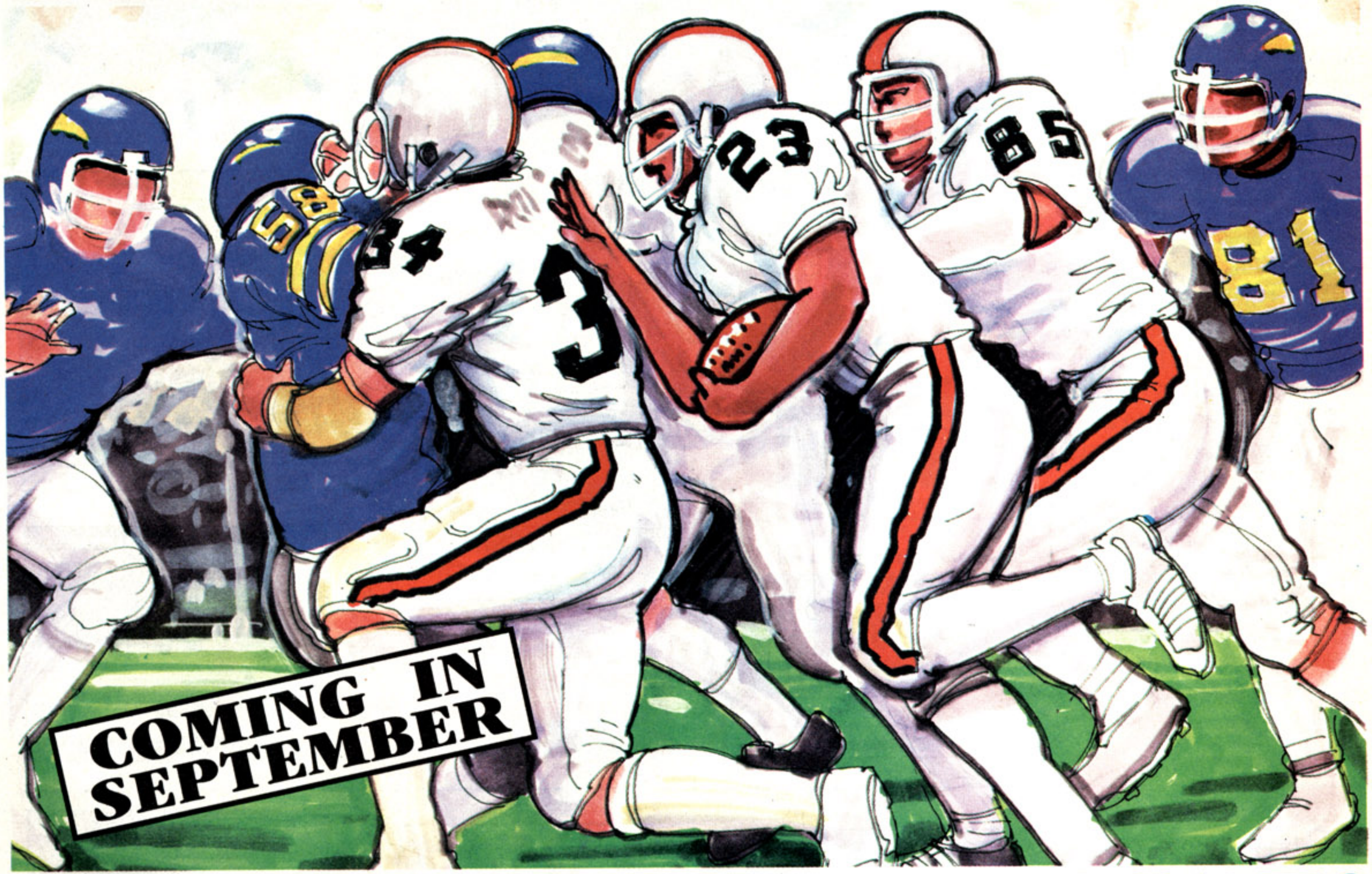

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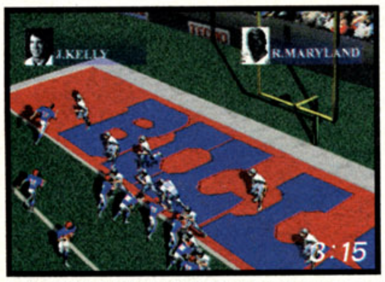

A memory card may be required for some features.

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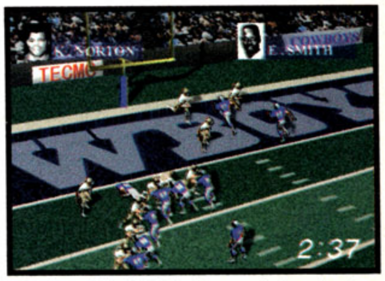

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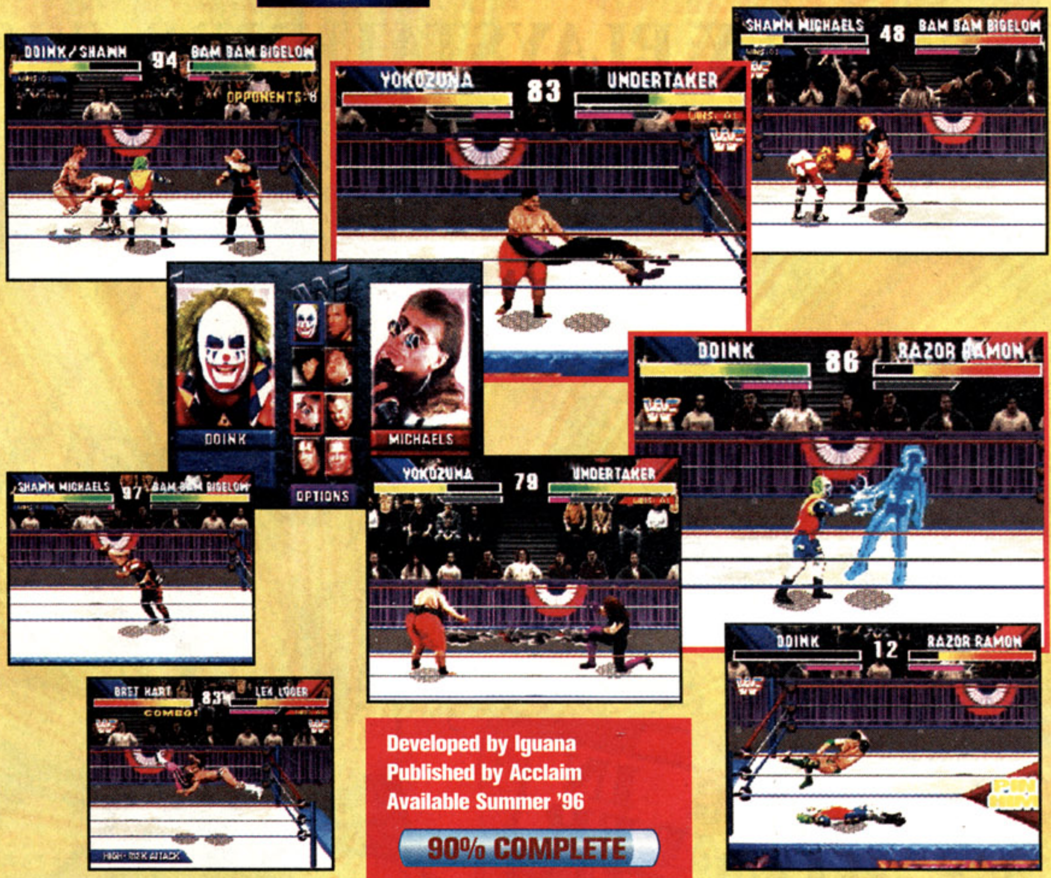
WWF Arcade

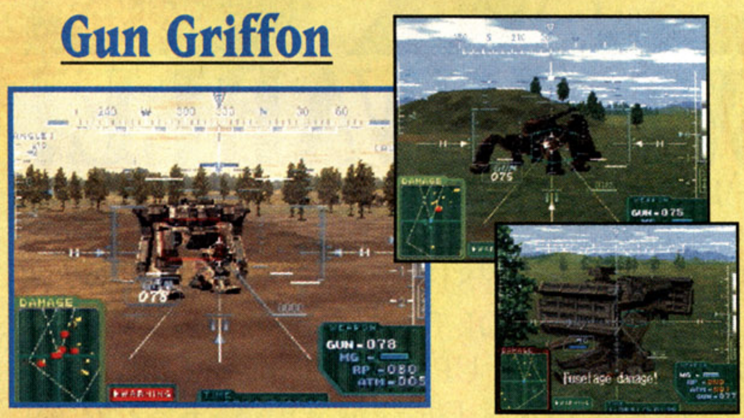
Acclaim is finally bringing slam-bam wrestling action to the Saturn with its fairly well-done conversion of WWF Arcade, one of the best games for the PlayStation last year. All the wrestlers, all the moves, and all the hilarious sounds are intact – but with almost a year to work on this game, Acclaim could have at least thrown in some new wrestlers. The load time seems longer than average, but there's no slowdown, and there's no stop in the action (except, of course, in the cooperative two-player mode, just like in the PlayStation version). Hey…what you really want is some nonstop, butt-kicking wrestling, right? This Saturn title will deliver.
—*Scary Larry*


DOINK/SHAWN 94 BAM BAM BIGELOW
OPPONENTS: 8
YOKOZUNA 83 UNDERTAKER
SHAWN MICHAELS 48 BAM BAM BIGELOW
DOINK
MICHAELS
OPTIONS
DOINK 86 RAZOR RAMON
SHAWN MICHAELS 97 BAM BAM BIGELOW
YOKOZUNA 79 UNDERTAKER
BRET HART 83 LEX LUGER
COMBO!
DOINK 12 RAZOR RAMON

Developed by Iguana
Published by Acclaim
Available Summer '96

90% COMPLETE

Gun Griffon

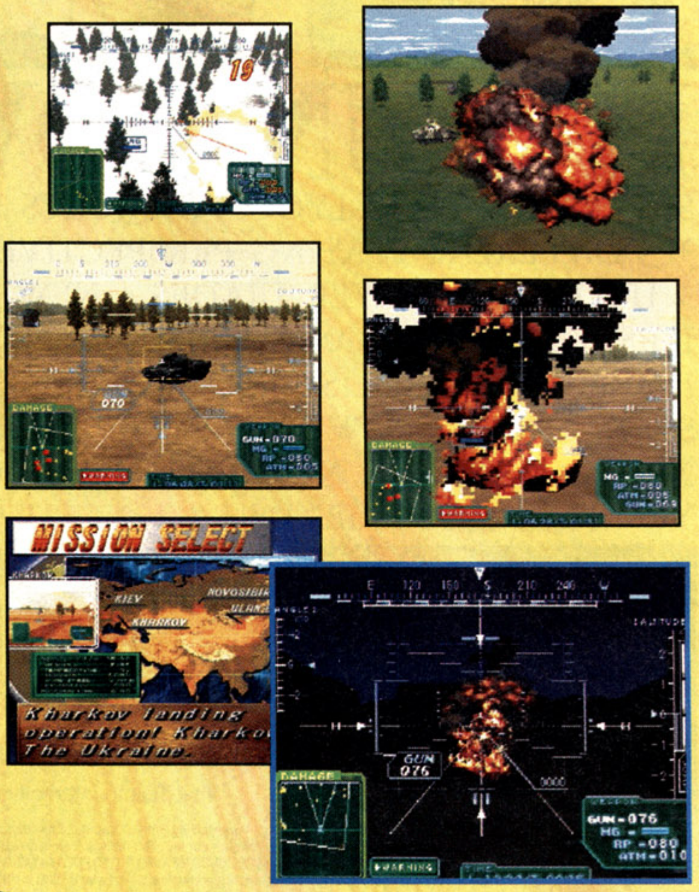

DAMAGE
GUN = 078
WARNING
Fuselage damage!

Gun Griffon (formerly entitled Iron Rain) is shaping up to be a fast-paced mech game. With gameplay similar to Krazy Ivan and Ghen War, Gun Griffon moves quickly, a nice surprise considering you're driving a huge hulking machine. You pilot a multi-armed walking and flying mech as you try to solve a Eurasian conflict in the Russian wilderness. Weapons include a rocket launcher, machine gun, and flamethrower.

The game looks good, and you'll be amazed at the detail in the graphics. With great explosions, a good fleet of enemy vehicles, and nice variation in the terrain, Gun Griffon may be "Krazy" enough to be the king of the mechs.—*Scary Larry*

Developed by Game Arts
Published by Sega
Available Summer '96

90% COMPLETE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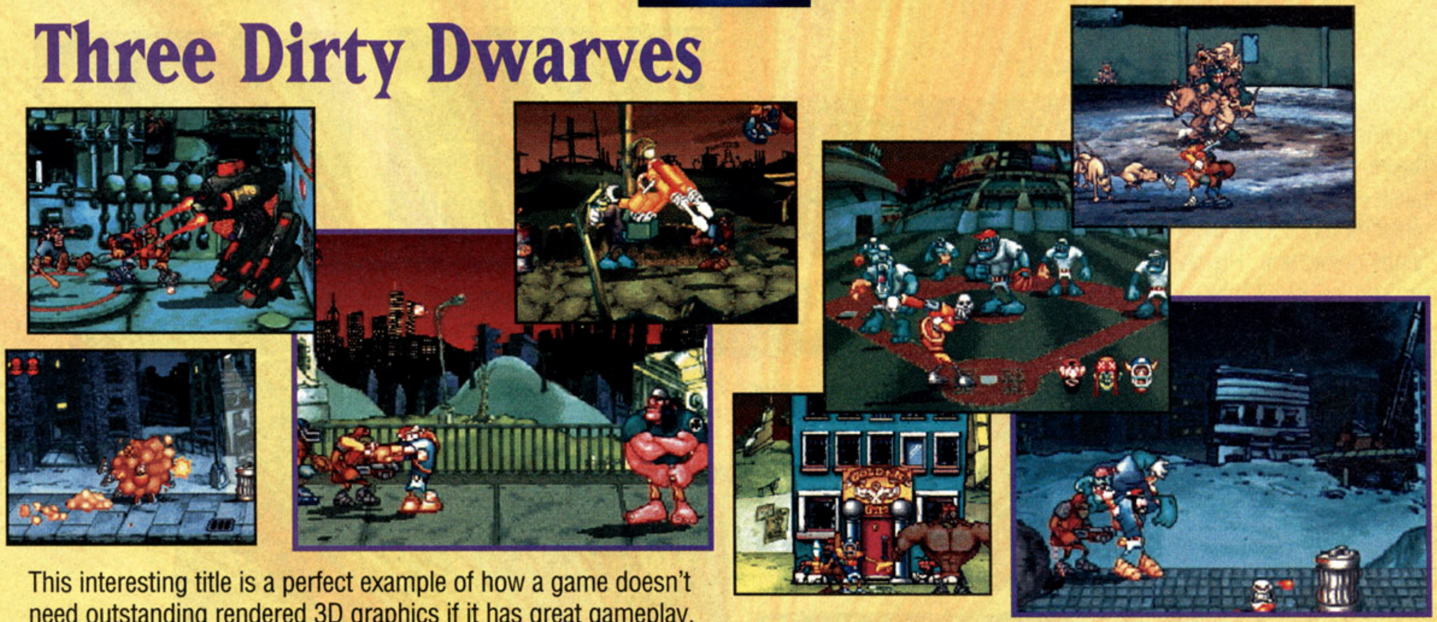
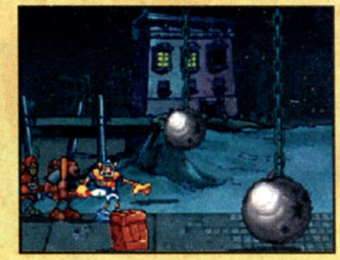
GUN 076
DAMAGE
WARNING

SEGA SATURN
EXPO
E3
LOS ANGELES '96
SEGA SATURN

Three Dirty Dwarves



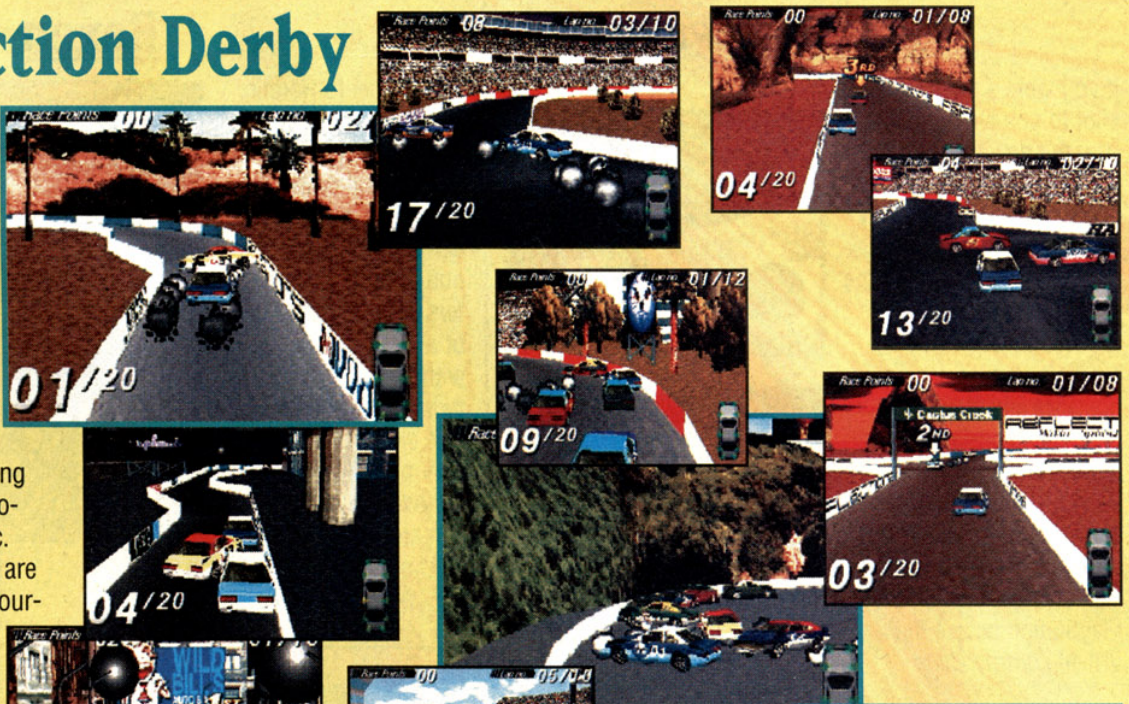


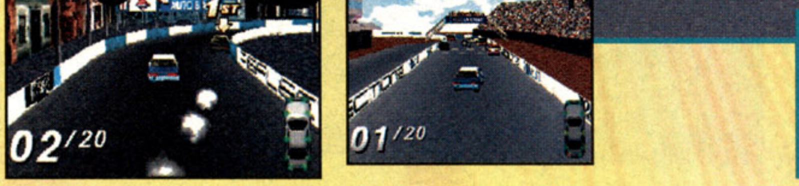
This interesting title is a perfect example of how a game doesn't need outstanding rendered 3D graphics if it has great gameplay. Three Dirty Dwarves is a rollicking, bat-swinging, shotgunning, ball-throwing brawl. The object is simple – bust your way through the levels using your dwarves' weapons, which include a sawed-off shotgun, a bowling ball, and a bat (complete with baseballs to slam into enemies). Dirty Dwarves has a distinct comic-book look and feel (the dwarves look like a cross between the Lost Vikings and Cypress Hill), and the hilarious levels, reminiscent of Earthworm Jim, are really fun.—*Scary Larry*

Developed by Appolusa Interactive
Published by Sega
Available Fall '96

70% COMPLETE

Destruction Derby





Destruction Derby is another PlayStation port – but the version at E3 didn't match up as well with its PSX counterpart as WWF Arcade did. DD Saturn ran a little slow, its controls were too staunch (this was also a gripe about the PSX version), and its sounds were absent, save for the annoying drone of some sorry techno-inspired background music. Among the initial concerns are the cheesy exhaust puffs pouring from the cars: they look suspicously like plain white circles. Destruction Derby fans should pray that in the ensuing 20 percent of development, this game gets significantly better.—*Scary Larry*

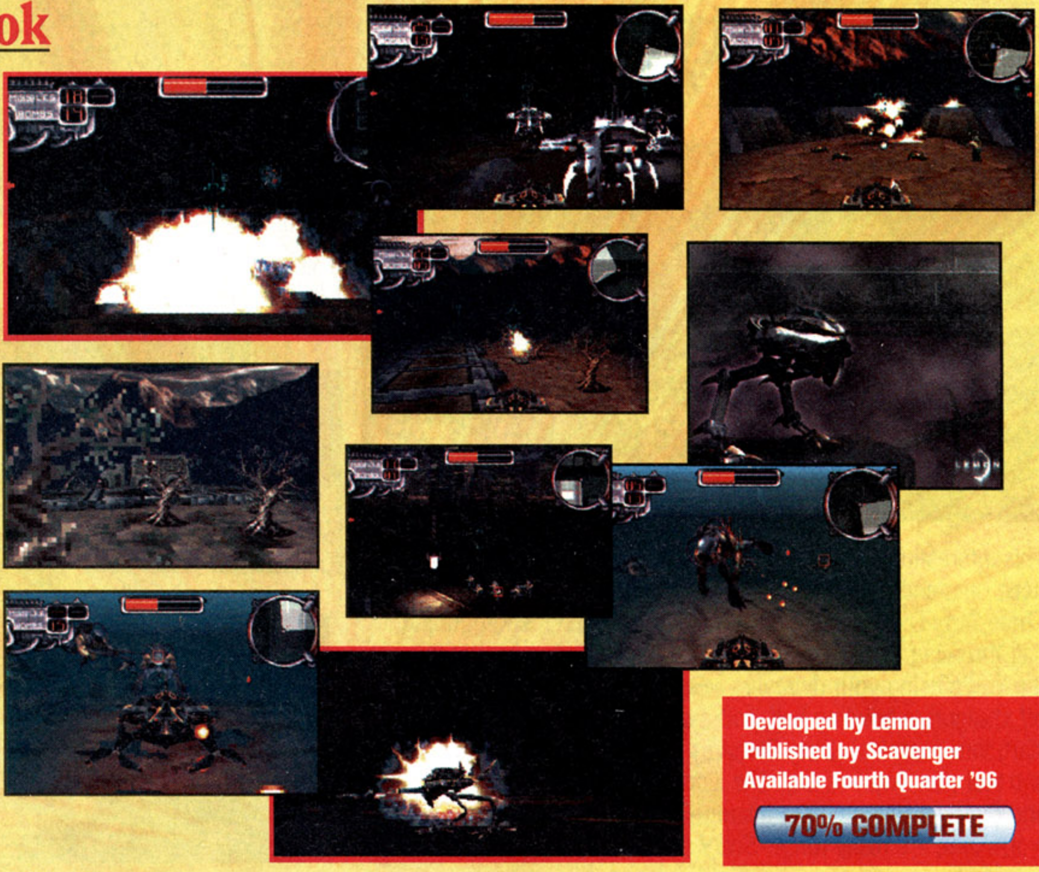
Developed by Psygnosis
Published by Sega
Available Fall '96

80% COMPLETE

Amok

Amok looks like a fast, smooth-moving mech/Doom hybrid. Based on the PC title, the game takes place on the planet Amok, which is recovering from a recently ended war. However, one profiteering outfit that supplied mercenaries and assassins to the prior conflict now wants to start another war.

You pilot a revolutionary mech called a Slambird as you travel through bleak factories, devastated landscapes, and even a cool (and gorgeously rendered) underwater area. Enemies that walk, crawl, creep, and fly try to stop you from completing your missions. At E3, Amok's gameplay was solid, and the graphics looked great.—*Scary Larry*

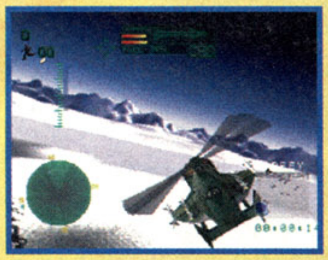


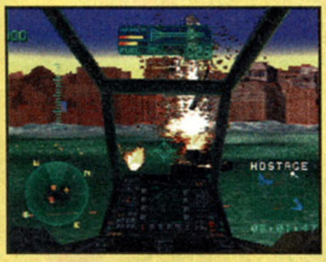
Developed by Lemon
Published by Scavenger
Available Fourth Quarter '96

70% COMPLETE

Black Dawn

If you were a sharp enough pilot to survive Agile Warrior, the developers of that game want you for Black Dawn. You pilot an attack helicopter in 28 rescue missions above and around the streets of New York City (as well as other hostile environments), picking up hostages and mowing down the rushing onslaught of enemies. With a real Agile Warrior feel, this game won't let your fingers rest until the last hostage is home. Look for it on the PlayStation before the Saturn.—*Tommy Glide*

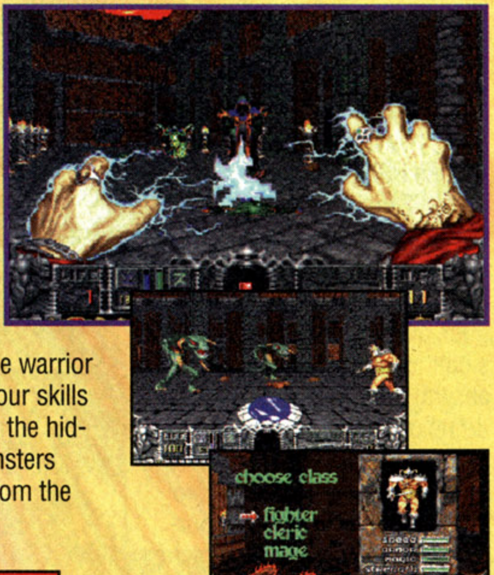




Developed by Black Ops Entertainment
Published by Virgin Interactive
Available Fall '96

Hexen

The sequel to Heretic, Hexen is another of id's Doom-type games – set in medieval times. Instead of a marine, you can assume the role of one of three characters – a cleric, a mage, or a warrior – each with their own characteristics and attributes (the cleric uses spells, the warrior strength, etc.). Testing your skills are over 25 levels and all the hidden areas and nasty monsters you've come to expect from the genre.—*Major Mike*

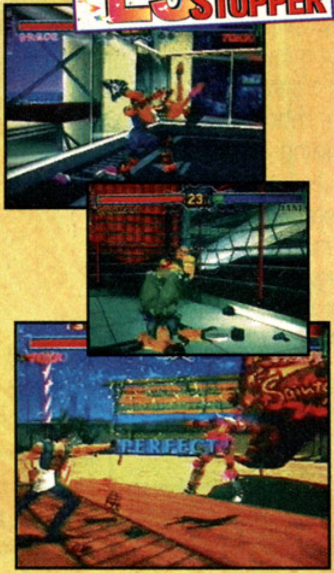


Developed by id and Raven
Published by GT Interactive
Available September

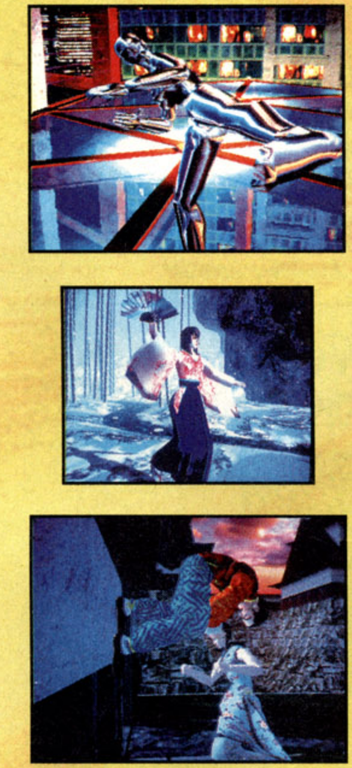
Arcade-to-Home Conversions

E3 SHOW STOPPER

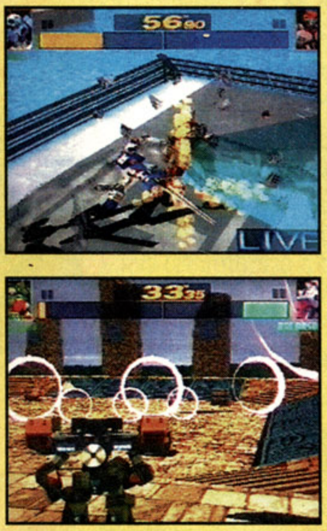
Virtua Fighter 3, Fighting Vipers, and Virtual On: All are Sega arcade games, and all are coming soon to the Saturn. Unfortunately, Sega didn't back up the announcement of these games at E3 with any playable Saturn discs, only with the arcade units.—*Scary Larry*



The **Fighting Vipers** game we played, and the screens that Sega approved, were stricly arcade-only. Naturally, Sega says that gamers should expect a 100% true translation.



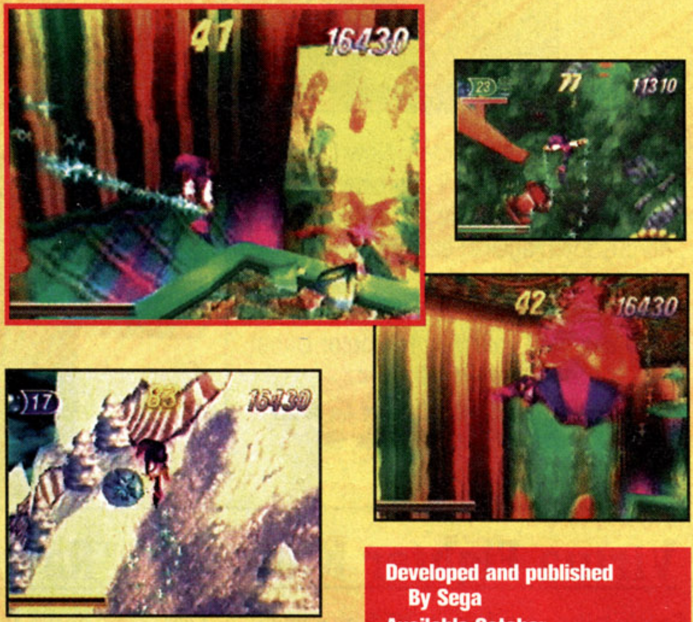
Virtua Fighter 3, which looked absolutely breathtaking at the show, was only a continuously running demo, but it was playing off the arcade hardware, not a video tape. In fact, sources inside Sega revealed to *GamePro* that the E3 demo was actually playable. Of course, Sega assures gamers that the home translation will look just as slick.



Virtual On is a cool two-player fighting mech game with speedy graphics, tons of weapons, and well-rounded 'bots. Again, Sega had only arcade units at the show, and this game (which requires a two-person unit) may be harder to bring to the unlinkable Saturn.

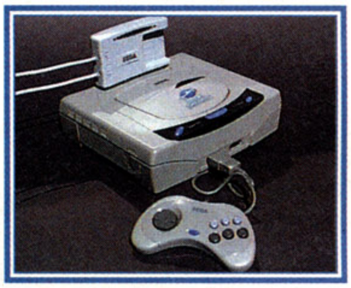
Nights

Starting to think that all games look and play alike? With its beautiful, dreamy backgrounds that look like great movie animation, Nights was one of the most visually impressive games at E3. Developed by Yuji Naka and his famous Sonic Team, Nights is a dynamic side-view flight-action game starring a free-flying Sonic-like hero. The game will be bundled with its own unique analog control pad that sports a mini joystick. For a full-page report on Nights, see "Overseas Prospects" in this issue.—*Captain Cameron*



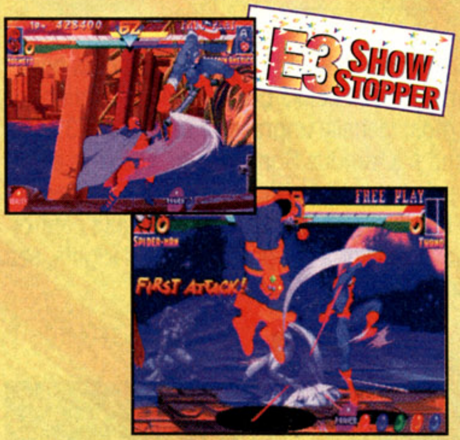
Developed and published
By Sega
Available October

Saturn Net Link



Sega, Bandai, and Oracle have been racing to develop new ways to link up with the Internet, and it looks like Sega's going to be the first company out of the blocks. For $199.99, gamers can hook this new modem and custom-designed Web browser to their Saturns and start scanning the Net. Coming soon are a new keyboard and mouse to facilitate speedy cruising, plus over a dozen new Net Link-compatible games already in development. Expect to see the Net Link around October.—*Captain Cameron*

Marvel Super Heroes



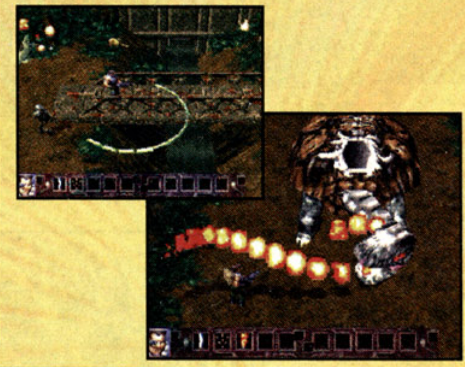
First there were the X-Men. Now Capcom takes more comic-book characters, including Spider-Man and the Incredible Hulk, and pits them against each other in a fierce super-hero slugfest. Go head-to-head against a friend, or play the story mode and fight your way to Doctor Doom and Thanos.—*The Axe Grinder*

Developed and published by Capcom
Available Fourth Quarter '96

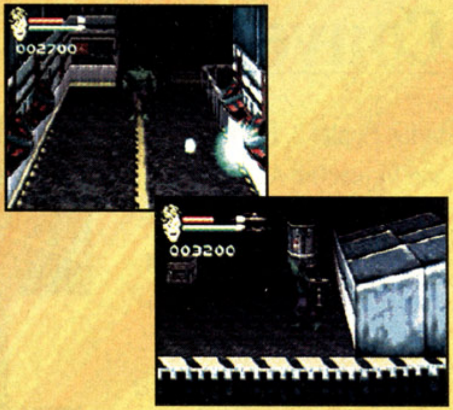
Contra –
Legacy Of War

If there was ever a grunt's-eye shooter with a legacy, it's certainly Contra. Now in this 32-bit adaptation, you choose from four warriors, including a cyborg/woman warrior and a sleek steel robot. This early version didn't pack a cutting-edge punch like the original Contra, and the special 3D gameplay with 3D glasses is a weird blurry gimmick.—*Tommy Glide*

Developed by Appolusa
Published by Konami
Available Fall '96



The Incredible Hulk



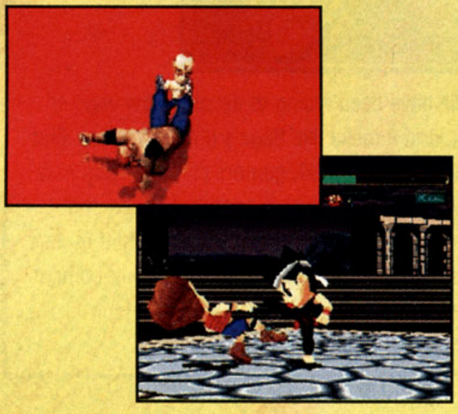
Flex some green muscle. The Hulk's, that is, when the original green monster lands on your Saturn and PlayStation. You can bring down the house with 20 attack and defense moves – smashing enemy robots and just about everything else in sight in 15 3D levels. Fans of the enraged Dr. Banner will recognize the story line from the Pantheon Saga.—*Tommy Glide*

Developed by ATD
Published by Eidos Interactive
Available October

Virtua Fighter Kids

Sega's taken your favorite VF 2 characters and shrunk them down to size. VF Kids runs from the same game engine as VF 2, has all the same fighters, and all the same moves. This is basically just a height change for VF 2, and probably would have been just as amusing if it were a hidden code in the original game. As a whole separate game, it seems like a long shot for extended replays.—*Scary Larry*

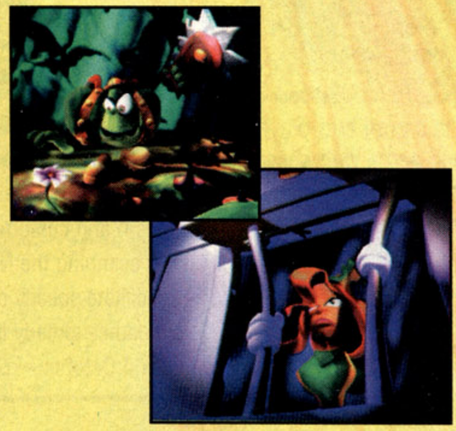
Developed and published by Sega
Available September



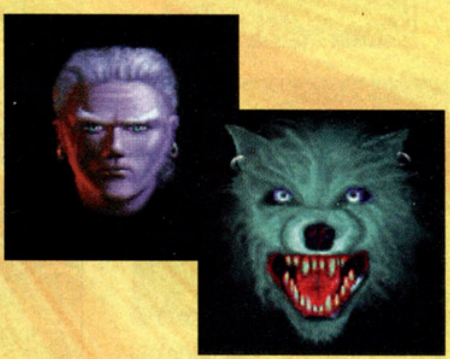
Rayman II

Last year's award-winning hero returns to the PlayStation and Saturn in a dazzling sequel. Once again the graphics are gorgeous and the enemies are humorous. This time out, Rayman's throwable fist transforms into a shield, a whirling multi-directional weapon, and a platform. He can also morph into the 3D backgrounds!
—*Captain Cameron*

Developed and published by UbiSoft
Available October



Werewolf:
The Apocalypse



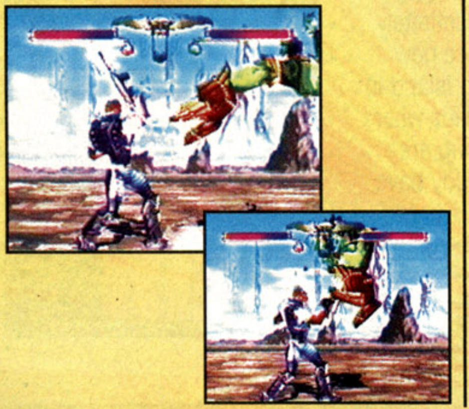
As a creature of the night, you journey through six worlds from a ¾-overhead perspective, with multiple gameplay paths providing extensive replay. Rendered graphics feature hundreds of gruesome enemies for you to feed on. Choose from seven unique werewolves, each with three forms (human, wolf, and werewolf) and dozens of abilities straight from the Storyteller game.—*Bruised Lee*

Developed and published by Capcom
Available Fourth Quarter '96

Dark Rift

Vic Tokai's follow-up to Criticom introduces eight new fighters, new moves, and new backgrounds. This one-on-one slugfest features ten warriors, each with a distinctive fighting style and weapon. There are throws, special moves, combo breakers, and other surprises. Although very early in development, the game looks very promising.—*The Axe Grinder*

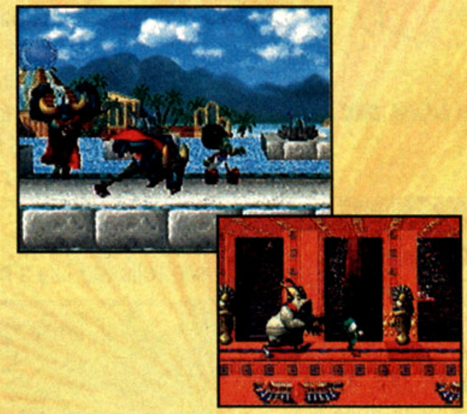
Developed by Kronos Digital Entertainment
Published by Vic Tokai
Available March '97



Bug Too!

That wise-cracking Bug is back in the sequel to last year's hit for the Saturn – this time with new levels and effects. New 3D stages include outer space, underwater, and a medieval dungeon. There are also two new friends to help Bug along: Super Fly and Maggot Dog. For those of you who weren't bugged enough the first time. —*The Axe Grinder*

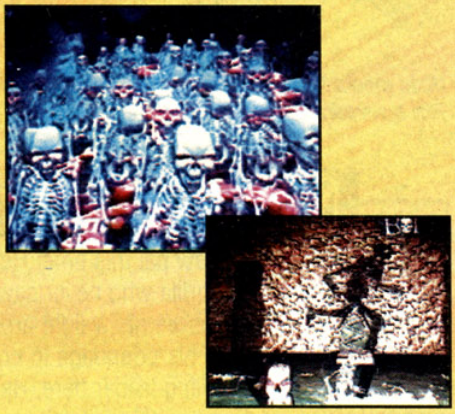
Developed and published by Sega
Available November



Mr. Bones

Although the game features a Silicon Graphics-enhanced environment and characters, this title (exclusive to the Saturn) looks and plays a lot like Skeleton Warriors. But don't be put off by the similarities – the game gets increasingly harder as you progress. From what we've seen, Mr. Bones should rattle a few ghouly-men on the Saturn this year.—*Scary Larry*

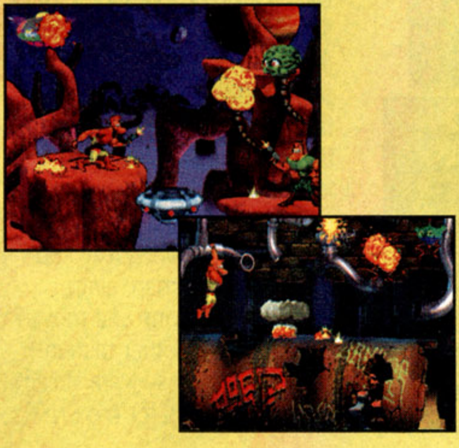
Developed by Zono, Inc.
Published by Sega
Available September



Major Damage

This intense two-player action game features pulse-pounding play in side-to-side and 3D environments. Run, jump, duck, and fire your way past wild enemies through five worlds and 16 extensive levels. All the characters were rendered using Silicon Graphics workstations, giving Major Damage a broad range of true 3D motions for each character.—*Bruised Lee*

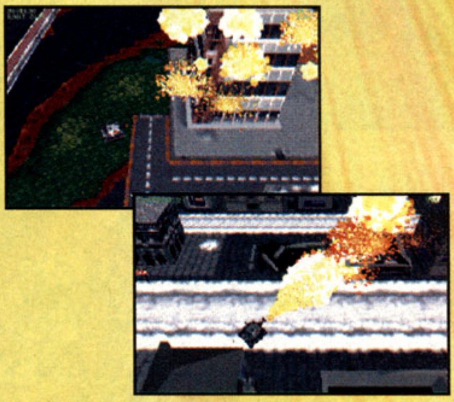
Developed and published by Capcom
Available Fourth Quarter '96



Mass Destruction

Mastered the art of Return Fire? Don't worry, there are new tanks for your memories with Mass Destruction. Forget about the story line, just hop in your tank and blow away everything in 24 target-rich levels. You're armed with weapons like cannons, machine guns, proximity mines, flamethrowers, bombs, and missiles. Fire away!—*Tommy Glide*

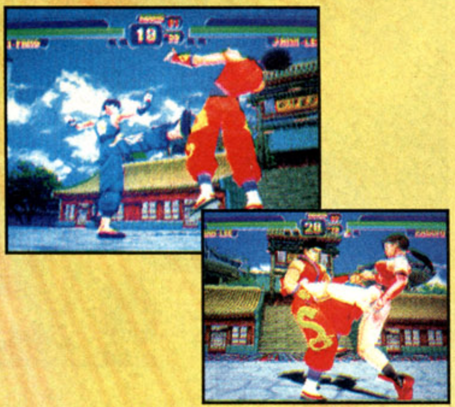
Developed by NMS Software
Published by BMG Interactive
Available First Quarter '97



Dead or Alive

Using the Sega Model 2 arcade board, Tecmo jumps into the fighting arena with Dead or Alive, a one-on-one fight to the finish. Pick from eight characters, each possessing distinctive martial arts skills. Using state-of-the art 3D polygon graphics, this fighting game looks like it's going to give Virtua Fighter some competition. —*The Axe Grinder*

Developed by Tecmo Interactive Studios
Published by Tecmo
Available Fourth Quarter '96



E3 SHOW STOPPER

Donkey Kong Country 3:

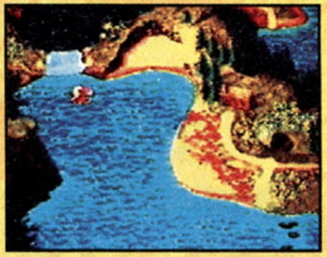
Dixie's Double Trouble

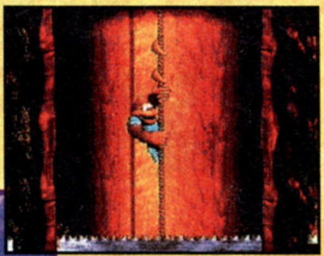
By Bro' Buzz

Dixie meets Kiddy in this third trip to Donkey Kong Island. DKC 3 looks like a surefire 16-bit winner.

Gameplay

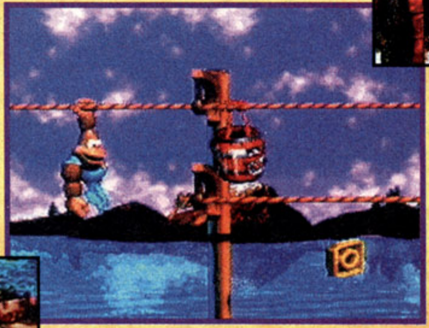
Donkey Kong Country 3 brings the familiar DKC hop-n-bop, grab-the-coins gameplay around again, but it definitely still works! You explore new areas of Donkey Kong Island in a search of the KAOS labs where Diddy and Donkey Kong are captives. Dixie and Kiddy have a cool traveling move where Dixie rolls Kid like a barrel.

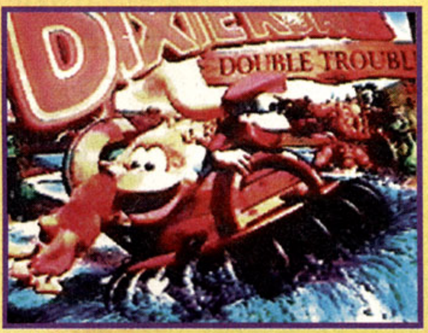


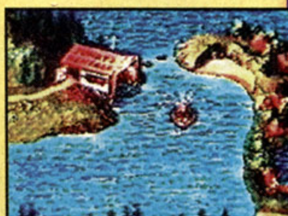


New Kong Characters

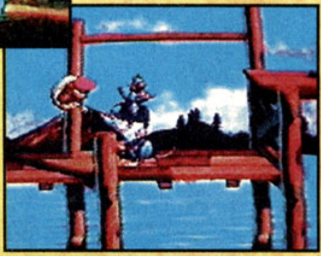
Dixie Kong picks up a new pal this time. He's Kiddy Kong, a big (make that BIG) baby gorilla who never saw a bunch of bananas he didn't like. The Kid tosses his weight around in good fashion; for example, he can use his poundage to crack through floors. You also meet the Kremling leader here. He's a mean dude named KAOS (yes, that's in all capitals).

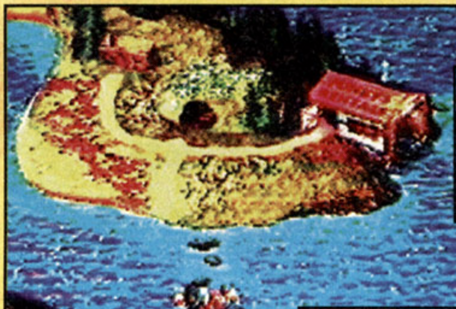


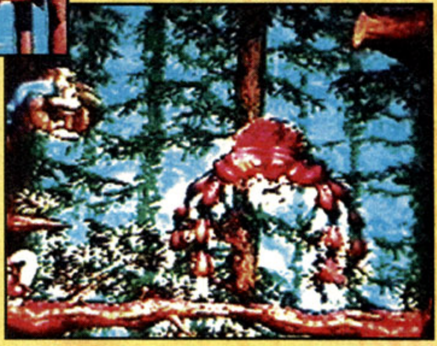




Developed by Rare
Published by Nintendo
Available November 18







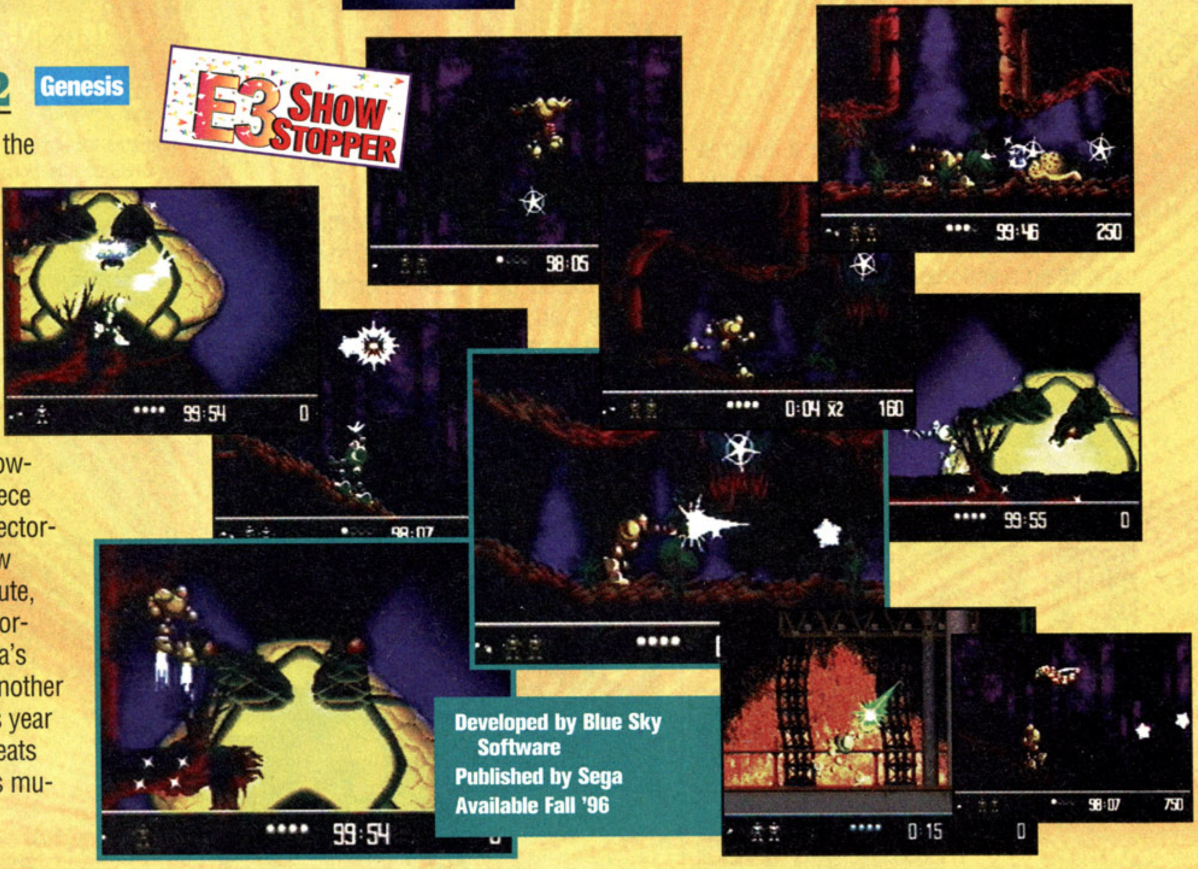
Graphics

DKC 3 looked good at E3. Nintendo did something to spice up its 16-bit Advanced Computer Modeling graphics this time around. The backgrounds, though thoroughly familiar, look lush and nicely detailed even in this incomplete demo version. Moreover, Dixie and Kiddy sported crisp, sharp, rendered polygons and moved noticeably smoother than in DKC 2…and those were already topnotch visuals for the SNES.

Vectorman 2 Genesis

E3 SHOW STOPPER

Vectorman cleaned up on the Genesis last year, and at E3 Vectorman 2 looked ready for a repeat. This time the Earth's toxic mess spawns a mess of mutant insects, and the V-Man's recruited for run-n-gun pest control. This 32-meg action/adventure cart will again showcase Sega's cool vectorpiece animation technique as Vectorman busts a bunch of new morphs, including the Chute, the Skate, the Tank, the Tornado, and the Rhino. Sega's also about to announce another "Play to Win" contest this year for the first gamer who beats Vectorman 2. That means mucho bucks!—*Slo Mo*

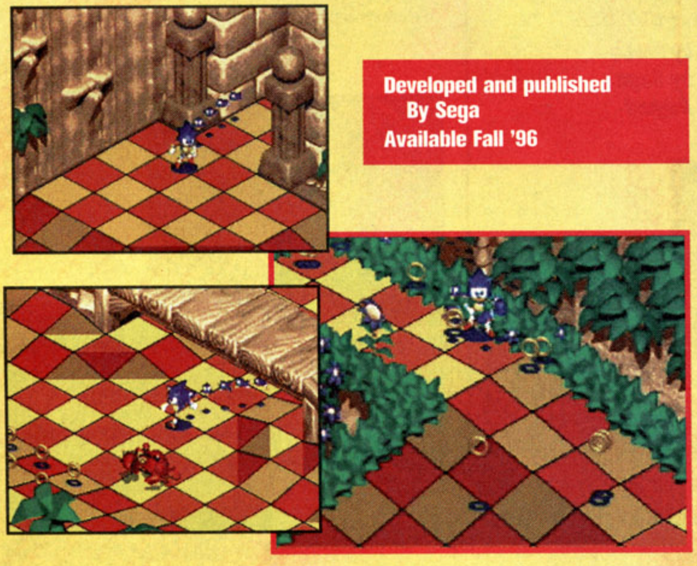


Developed by Blue Sky Software
Published by Sega
Available Fall '96

Sonic Blast: The Ultimate 3D Adventure Genesis

E3 SHOW STOPPER

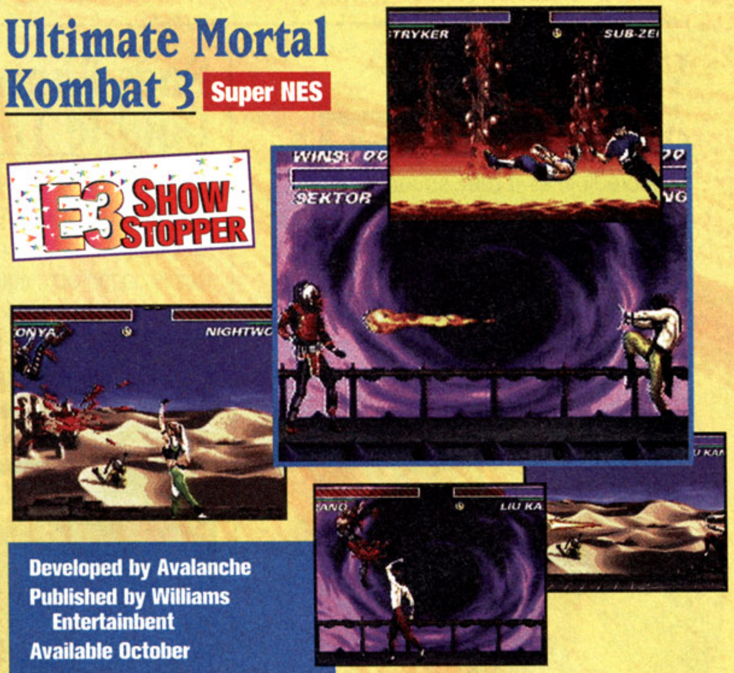
Sonic the Hedgehog is back! Sega's going to plant its blue hero in five platforms, but it hasn't forgotten where he made his rep. Sonic Genesis busts out of 2D gameplay into sizzling 3D action. This time Sonic rescues his animal pals from Dr. Robotnik's clutches in a 360-degree world through seven Zones, with bonus levels and hidden areas. The E3 version wasn't up to full speed, but Sega promises massive 'hog acceleration.—*Bro' Buzz*



Developed and published By Sega
Available Fall '96

Ultimate Mortal Kombat 3 Super NES

E3 SHOW STOPPER



Developed by Avalanche
Published by Williams Entertainbent
Available October

Sixteen-bit Kombat fans will finally get their Ultimate MK 3! Williams vows to pack as much Mortal Kombat into the 16-bit carts as it can. UMK 3 will sport the original kombos and fatalities, although there may not be room for all the Animalities, Babalities, or Friendships. As in the arcade version, Kitana, Jade, Scorpion, and Reptile will return, but the exact status of the other 15 MK 3 warriors is yet unknown.—*Slo Mo*

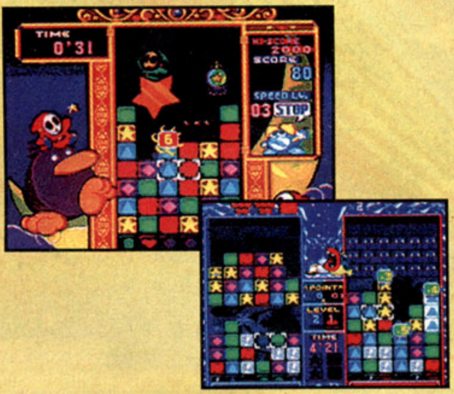
Tetris Attack

E3 SHOW STOPPER

Super NES

Can't get enough of Tetris! Attack features five single-player games, 60 levels in puzzle mode, and two dual-player contests. Enhancements include the ability to cascade chain reactions in an opponent's screen and flip-flop two blocks in a row. The E3 Tetris Attack contest between magazine editors was a blast, even though somehow *GamePro* didn't win.—*Slo Mo*

Developed and published by Nintendo
Available September

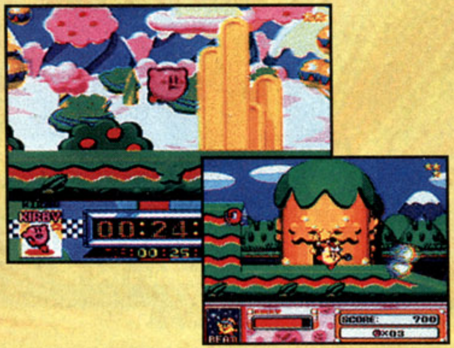


Kirby Super Star

Super NES

It's a Kirby derby! This 32-meg cart packs eight Kirby games such as Spring Breeze, Gourmet Race, DynaBlade, Megaton Punch, and Samurai Kirby. Kirby can assume the abilities of 24 other characters and he…err, it can create a helper that either the computer or another player can control. Now if only someone knew what Kirby was!—*Slo Mo*

Developed by HAL Laboratories
Published by Nintendo
Available September



Other SNES Games Coming

August-September:
Williams Arcade's Greatest Hits (Williams Entertainment)

September:
Ms. Pac-Man (Williams Entertainment)

November:
NBA Hang Time (Willams Entertainment)

Fall '96:
College Football USA '97 (EA Sports)
NHL '97 (EA Sports)
PGA European Tour (EA Sports)

Ms. Pac-Man

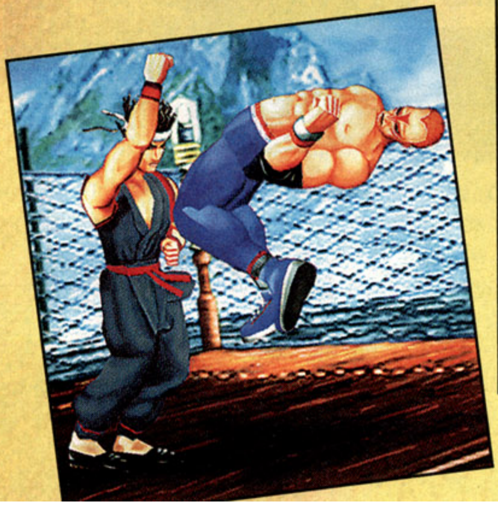
NBA Hang Time

Virtua Fighter Animation

Genesis

As incredible as it may sound, Sega's bringing Virtua Fighter to the Genesis. VF Animation will feature 3D characters in a ring-out-or-die martial arts tournament. Choose from eight fighters (their identities are to be revealed soon). The E3 version was sketchy at best, but if you think this is ambitious…there's a Game Gear version coming, too!—*Bro' Buzz*

Developed and published by Sega
Available Fall '96

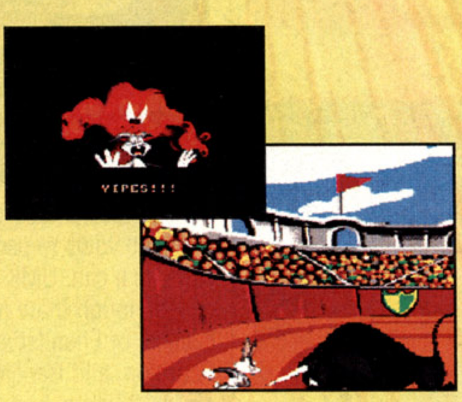


Bugs Bunny in Double Trouble

Genesis

Hey, Doc, Bugs might be available by now, and he scored at E3 with cool rendered 3D graphics. Each level of this action/adventure cart is based on a classic Looney Tunes cartoon. You'll face old favorites like Daffy Duck, Elmer Fudd, Wile E. Coyote, and Marvin the Martian (with K-9, too).—*Bro' Buzz*

Developed by Probe
Published by Sega
Available August



Other Genesis Games Coming

August:
Sega's Arcade Classics (Sega)
World Series Baseball '96 (Sega)

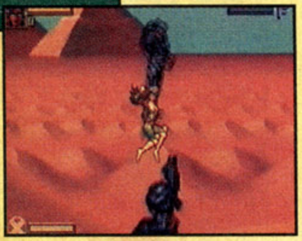
September:
Williams Arcade's Greatest Hits (Williams Entertainment)

October:
Ultimate Mortal Kombat 3 (Williams Entertainment)
X-Women: The Sinister Virus (Sega)

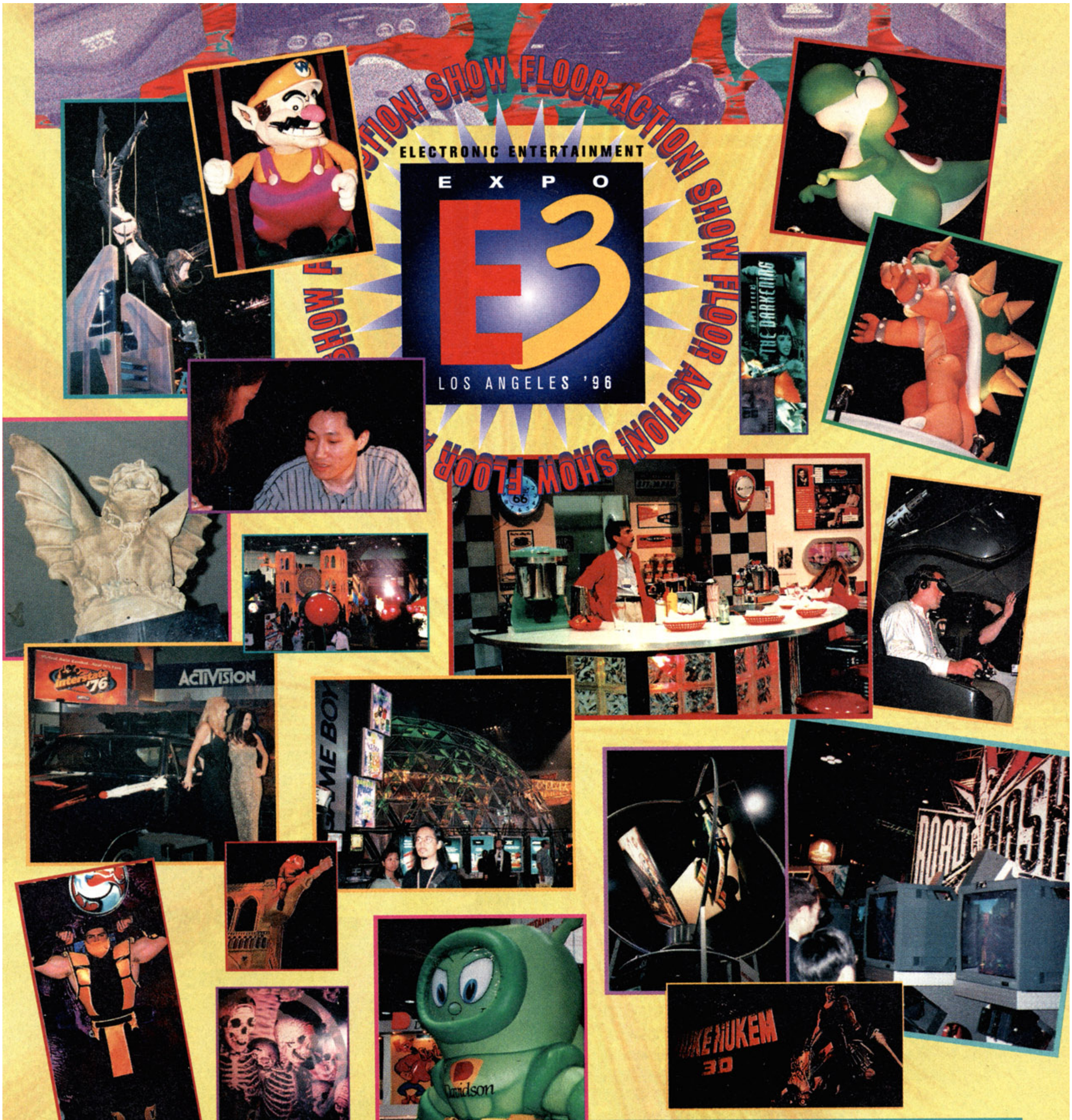
November:
NBA Hang Time (Williams Entertainment)

Fall '96:
Madden NFL '97 (EA Sports)

Madden NFL '97



X-Women: The Sinister Virus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ACTIVISION
Interstate '76
GAME BOY
ROAD RASH
DUKE NUKEM 3D
32X

Davidson
BIGFOOT
Firestone

E3 Was A Blast!

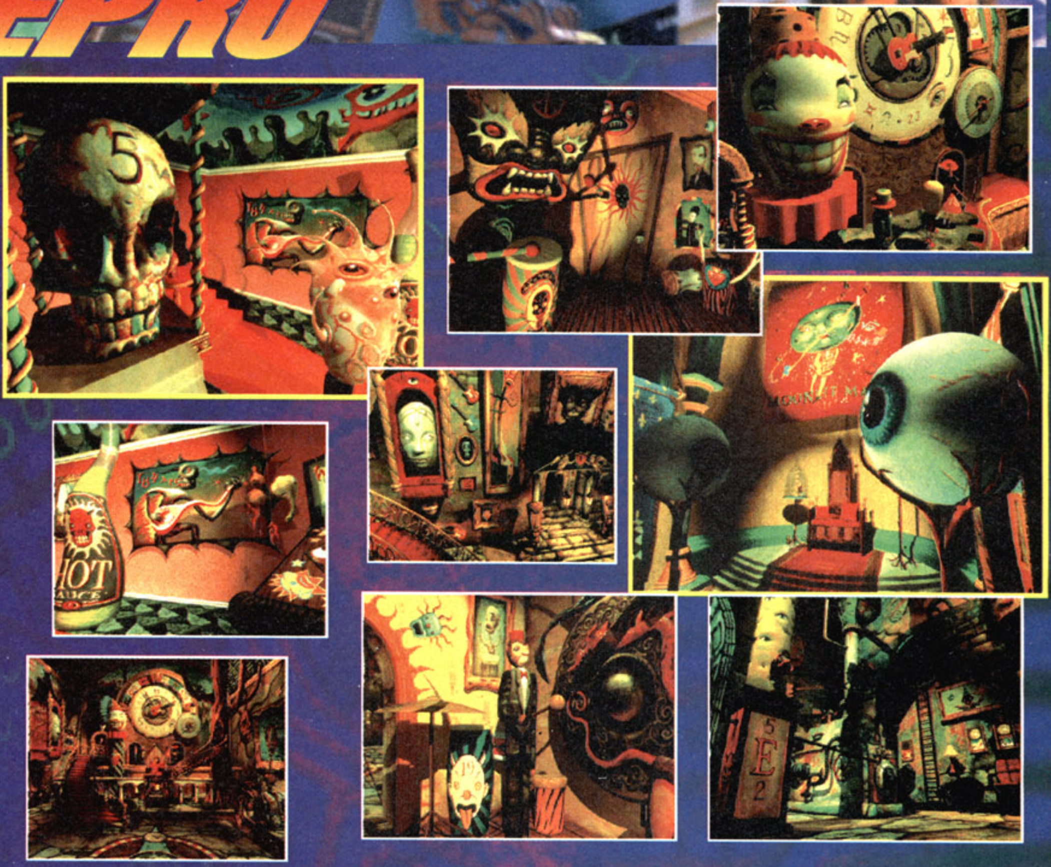
The E3 show floor was packed with action. This year's Electronic Entertainment Expo drew 57,795 attendees, a crowd nearly 50 percent larger than last year's. Some 467 software companies showcased 1,700 games and other products for game systems and PCs. Next year, E3 moves to Atlanta, Georgia. Maybe we'll see you there; if not, you'll still get the E3 lowdown from *GamePro*.

9

PC CD Mac CD

This gorgeous Myst-like adventure packs in more Hollywood celebs than the Academy awards. Two Aerosmith members, James Belushi, Cher, and Christopher Reeve chimed in with voice-overs; Mark Ryden, the artist behind those stylish Red Hot Chili Peppers album covers, penned the graphics; and Tribeca Interactive, which is owned by Robert De Niro, developed the game. Oh, yeah... the game. 9's plot revolves around a once glorious but now decrepit artist's retreat. Utilizing a point-and-click approach to solving puzzles and conversing with the game's characters, you must uncover the resort's mysteries. 9's a promising prospect for Myst fans.—*Air Hendrix*

By GT Interactive
Available August

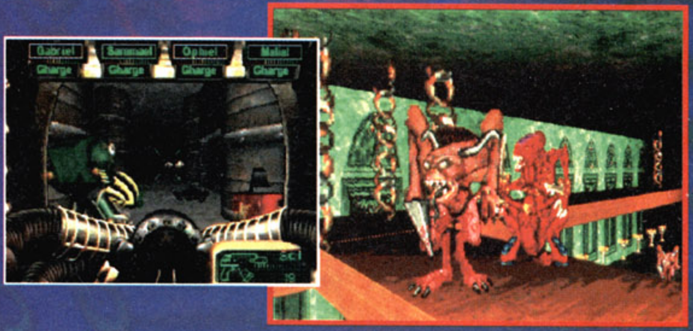


Warhammer 40,000: Dark Crusaders

PC CD

Mindscape's second title based on the popular Warhammer board games departs from the realms of swords and sorcery, transporting you far into the future for "orcs in space" Doom-style shooting. The age-old war between orcs and humans continues when the orcs capture a human outpost. Fighting from a first-person perspective, you lead four warriors into combat. Like Space Hulk on the 3DO, you can command your squadmates to back you up, guard a certain position, explore, and so on, which adds another level of strategy to the action. Warhammer's 16 levels are portrayed in rendered 3D graphics and full-motion-video cut scenes.—*Air Hendrix*

By Mindscape
Available Now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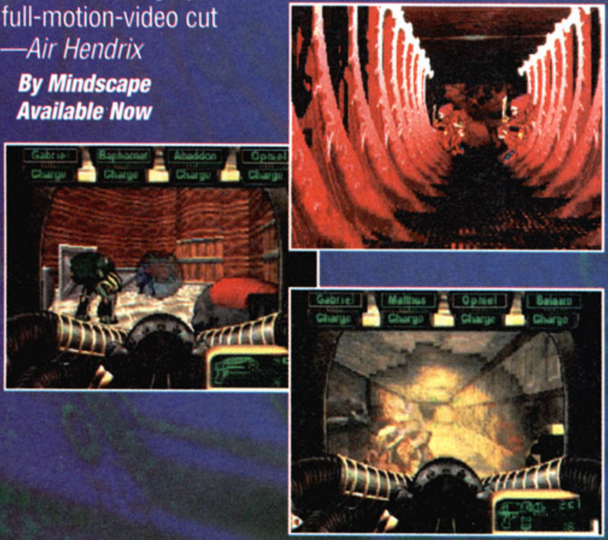
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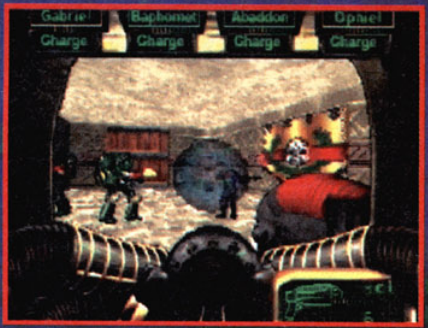
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Powerslave

PC CD **PlayStation**

By stealing the remains of the Egyptian king Ramses, unknown powers appear to have thrown modern-day Earth into chaos. When the world's armies begin disappearing as they plumb the mystery, you're chosen to investigate. Powerslave thrusts you into a wacked-out Egyptian land for first-person blast-to-the-last action. Armed with a machete, .357 magnum, machine gun, and other weaponry like the all-powerful Eye of Rah, you're ready to party hardy, but you'll also have to solve block puzzles, thwart projectile traps, and explore underwater regions.—*Bro' Buzz*

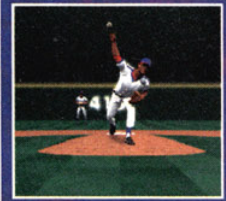
By Playmates Interactive Entertainment
Available September

Front Page Sports: Baseball Pro '96

PC CD

The Seattle Mariners' 1995 American League Cy Young Award winner, Randy Johnson, stars in Baseball Pro '96. You can play the A.I. or another player. The game's Camera Angle Management System enables you to play from any viewing angle in the park. Additionally, all the Major League players are in the dugouts of all 28 big-league ballparks. Pro '96 tracks 2000 statistical categories, game by game. In fact, you can enjoy a lifelong career in the Bigs with Pro's Multi-Season Career Play system, which simulates games into infinity.—*Slo Mo*

By Sierra On-Line
Available July

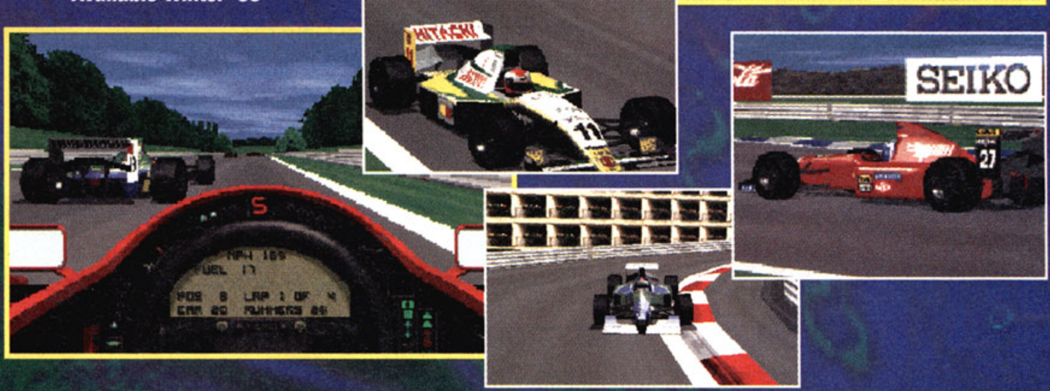


Grand Prix II

PC CD

Grand Prix II, the sequel to World Circuit, simulates the full 1994 championship season of the Formula One Grand Prix. Your goal is to win the Driver's Championship after 16 grueling races set in Grand Prix cities like Monaco and Barcelona. The game sports an official F1 license, which means you compete with real drivers, teams, and sponsors. Rookies will enjoy the five difficulty levels and seven driving aids, such as automatic braking and instant vehicle realignment after spinouts. GP II challenges you to tour Europe the hard way.—*Slo Mo*

By Spectrum HoloByte
Available Winter '96

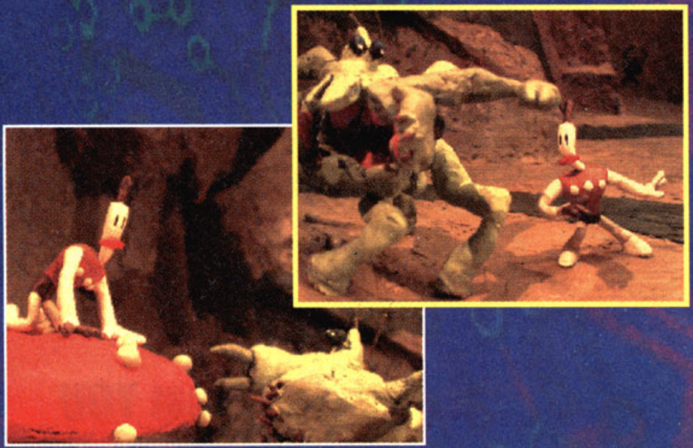


The Neverhood: A Curious Wad of Klay Finds His Soul

PC CD

For gamers who loved the surprises and humor packed in Earthworm Jim, the next big surprise may be what some of EWJ's creators are cooking up now. The Neverhood is an adventure game gorgeously rendered with photorealistic claymation environments and clay figures. The action takes place in a magical world, The Neverhood. You play the clay hero, Klaymen, who must solve puzzles and battle enemies like giant crustaceans and robots to keep the 'hood safe from the evil devices of Klogg. *—Black Widow*

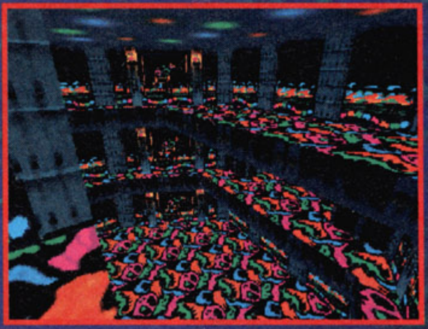
By DreamWorks Interactive
Available Fourth Quarter '96

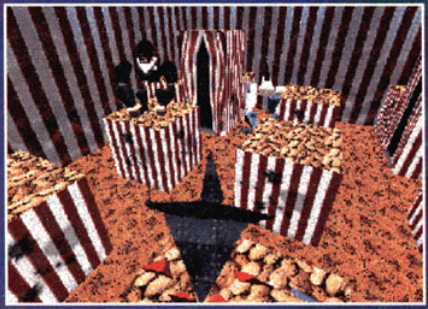


Snow Crash

PC CD

If you stepped into the Metaverse described in *Snow Crash*, Neal Stephenson's best-selling sci-fi novel, the virtual world of this action game should feel like home. The Metaverse is an online world threatened by the Snow Crash, a deadly computer virus, and you're on a search-and-destroy mission through 30 levels to eradicate the enemies carrying the virus. The action is truly 3D as you move 360 degrees in any direction from a third-person view. Nonlinear gameplay, puzzle-solving, weapons, and a multiplayer mode should mean many fun hours spent in the Metaverse.*—Black Widow*





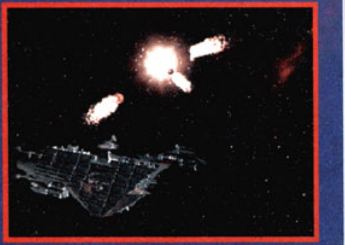
By Viacom New Media
Available August

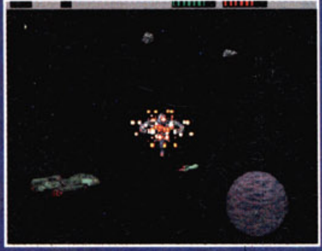
Star Control 3

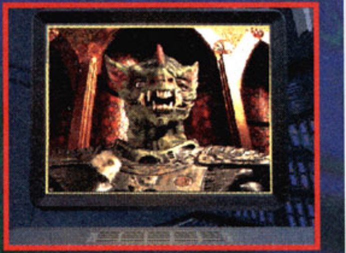
PC CD

Control freaks are ready to take the helm again of their favorite serial outer-space action/adventure game as Star Control 3 explores new ground in the Kessarri Quadrant. Star's mix of arcade-style combat, space colonization, and first-person interaction with amazingly lifelike aliens offers plenty to entice new players to the Kessarri fold. Star's graphics are especially stunning with digitally controlled animatronics of the aliens. The combat mode is juiced by multiplayer head-to-head dogfights and the sheer variety of warships you encounter.*—Black Widow*

By Accolade
Available Now





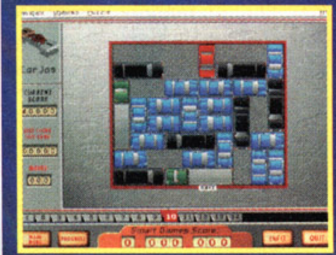


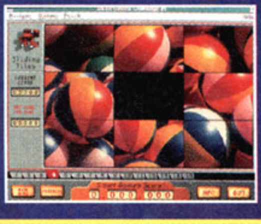
Smart Games Challenge #1

PC CD

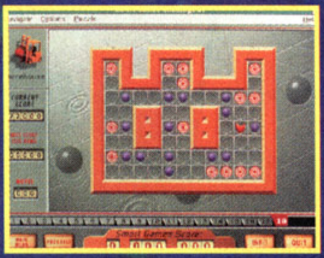
The blacktop challenge "You got game?" is recast in Smart Games, a collection of more than 300 brain-busters in 20 categories, ranging from cryptograms to logic. Undertake the challenge of Car Jam, where you must steer your boxed-in car out of a jam-packed parking lot, or Slide Tiles, where you rearrange pieces to complete a picture. Smart Games' Progress feature tracks your score against each game's optimum score, and the Optimization Scoring feature lets you replay games to beat your lowest score.*—Black Widow*

By RandomSoft
Available Now





Smart Games Score



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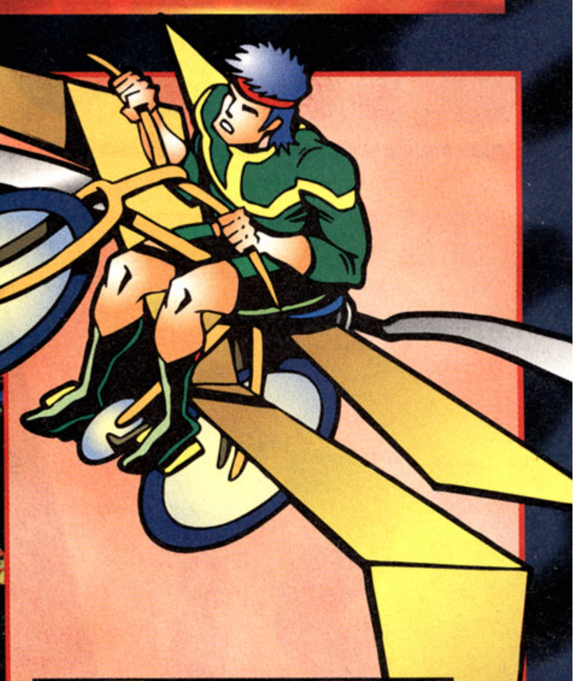
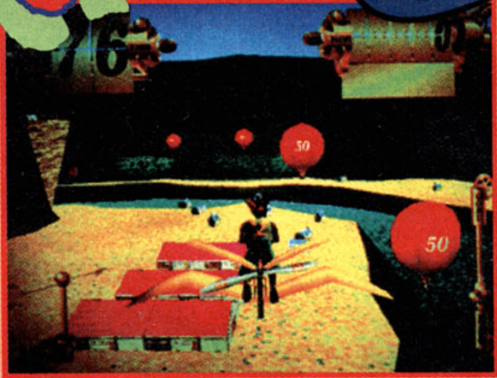
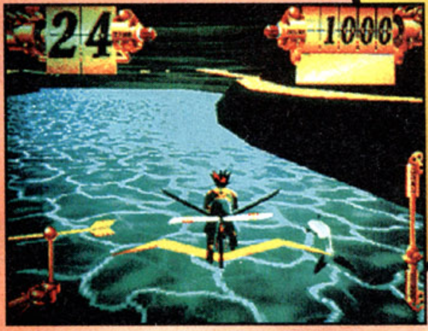




Buzz by homes as you try to pop valuable balloons.

By Johnny Ballgame

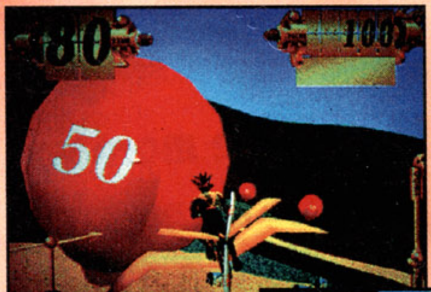
Namco, one of the most innovative video game designers, soars into arcades with the most hair-raising flight since the Wright brothers at Kitty Hawk! Prop Cycle's aerial acrobatics spin out of control with thrills for wannabe pilots looking for an adrenaline rush, but you'd better be in shape.



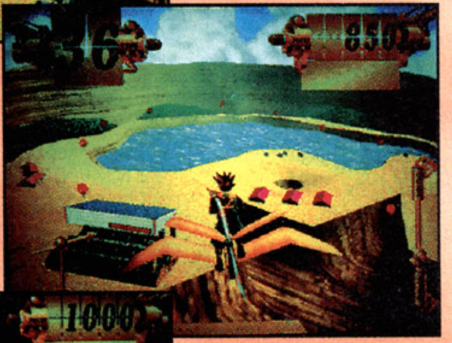
The graphics shine with the help of great details like dolphins swimming in the water.

Wing and a Prayer

You really put the pedal to your mettle in this game. You actually pump pedals to control your speed and turn handles to steer. A variable-speed fan in the arcade unit blows wind through your hair according to how fast you pump the pedals, and you actually feel the bike mechanism roll and pitch through flight, providing the ultimate sense of realism.



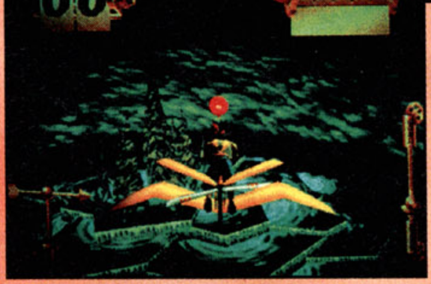
Some balloons give you points while others give you extended time to complete the level.



You'll need plenty of practice to fly like an ace.

Take off in an aircraft that simulates the hang-gliding/ultra-light flying experience as you maneuver through the sky to pop "hot air" balloons. There are two modes of play: novice (Point Attack) and advanced (Story). Novice plays only one of the game's three levels, but advanced players can try to complete each mission, popping the given number of balloons in a specified time on the way to the final Solitar stage. Four difficulty levels test your skills by forcing you to fly with increased precision as the courses become more complex.

Namco's Super System 22 arcade brain powers awesome polygon rendered graphics, and each level offers a unique design and course layout, complemented by colorful, vivid animation.



Fly through colorful and imaginative levels, each with its own unique layout.

Flying High

From the 50-inch deluxe monitor to the ingenuity of the game design, Prop Cycle demands and deserves your attention. Hop aboard and take a flight – it may be the summer's best workout. G

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Shooter

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TOP GUN FIRE AT WILL!

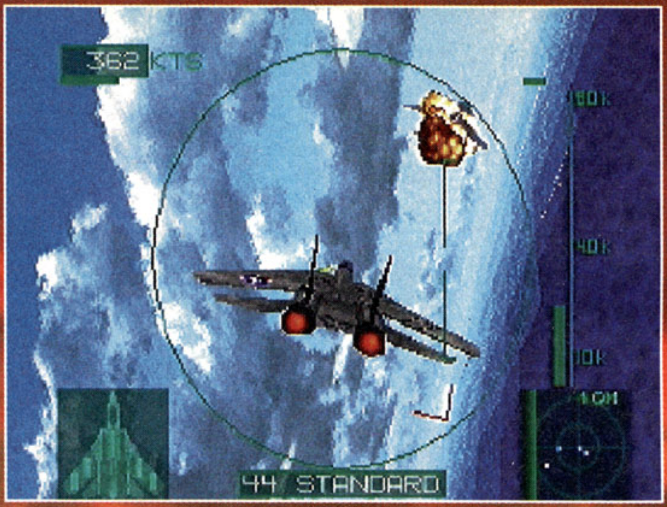
Attention, naval aviators! If you long for the glory days of arcade-style dogfighters like Afterburner, this F-14's for you.

The many full-motion video sequences set up a good story that thinly parallels the movie plot. As bad-boy pilot Maverick, you begin your missions at Top Gun School Mirimar. From there, it's on to Cuba, Korea, and Libya.

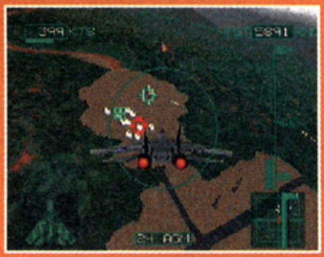
Once in the air, you can switch between a cockpit view and a behind-the-plane view. The cockpit gives you more of a sim environment; the second view has a more traditional arcade feel and even includes an arrow that guides you to enemy targets.

Although you're always outnumbered, the CPU enemies are fairly poor fighters, and the perfunctory air-to-ground attacks aren't thrilling, so you may get bored flying between air targets.

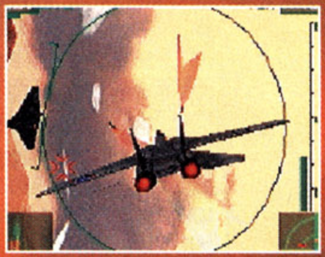
Top Gun isn't just for flyboys, though. Its solid shooter qualities will get you right off the flight deck. G



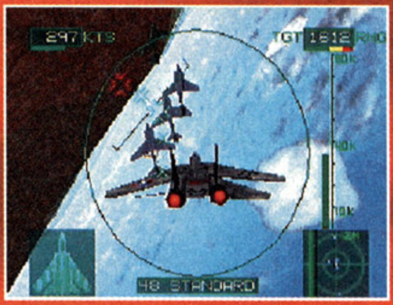
PROTIP: Don't waste your missiles on sitting ducks. Instead, send them down smokin' with your guns.



PROTIP: Once you lock on a ground target, launch a missile, then quickly hit the R2 button to cycle to the next target. Repeat this process to take out a group of targets in one pass.



PROTIP: When dueling Stinger, immediately maneuver behind him and unload your missiles, or you're toast. If you can't beat him, use this password to get past him: `68353`.



PROTIP: When you get the drop on a whole squadron, standard missiles are ineffective at close range. Use your guns to take out as many enemy fighters as you can.

Graphics

4.0

The terrain isn't as detailed as you might hope, but your plane, the enemies, and the explosions are well done. This smooth game isn't for the easily airsick.

Sound

4.0

The sound effects soar. While you get some repetitive voice samples, the music rocks with the movie song "Danger Zone" and similar high-energy guitar instrumentals.

Control

4.0

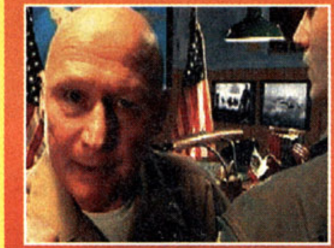
The controls are good, and your plane becomes realistically harder to steer when it takes heavy damage. Surviving missions requires fancy flying.

Fun Factor

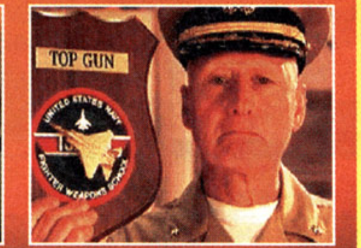
4.0

This game realistically captures the film's competitive attitude and will delight Maverick wannabes. The solid dogfighting blends heavy arcade action with a touch of sim.

The Brass Kicker



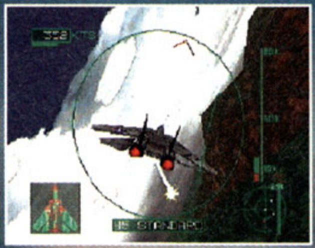
Actor James Tolkan, the guy who busted Tom Cruise's butt in the Top Gun film, returns to bust your butt in this game.



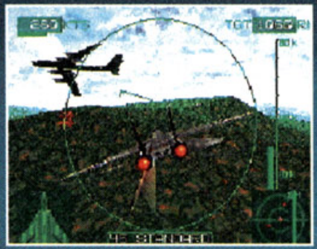
Fly right, and you'll earn his respect (not to mention a very nice plaque).

Cigar Runs

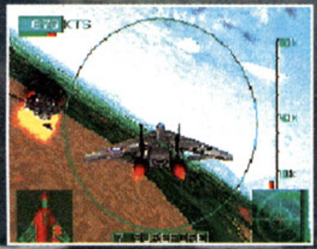
Tips on the Cuba Missions



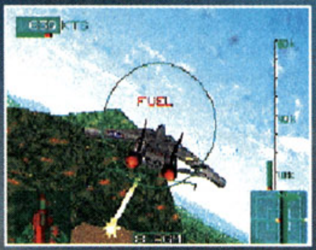
PROTIP: *Once you get to Cuba, the enemy missiles get tougher to avoid. As soon as you hear the missile-lock warning, launch a flare and pull an evasive maneuver.*



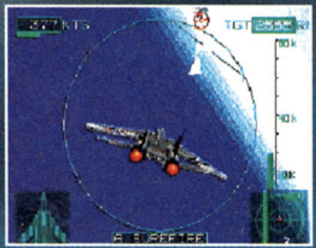
PROTIP: *In the third Cuban mission, you face large bombers. Make quick passes on the bombers and nail them with your guns. They don't go down easily, but after a few passes you can finish them quickly with a couple of rockets.*



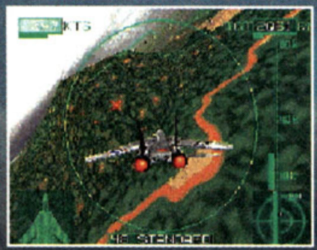
PROTIP: *The most dangerous part of these missions is the dogfighting. Once you take out the requisite number of planes, go in and finish off the ground targets. This isn't difficult even if your plane is badly damaged.*



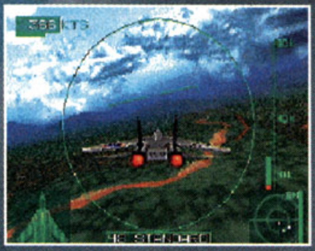
PROTIP: *Don't waste time hotdogging in the aerial battles, or you might run low on fuel.*



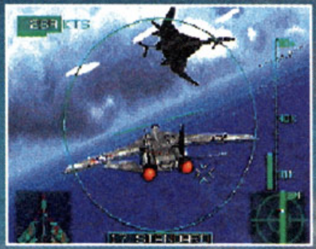
PROTIP: *In the fourth Cuban mission, the first few planes are easy to down with regular rockets; the enemies, however, become more squirrelly as you progress. Switch to SureFire rockets when you need to shoot down about eight more enemy planes.*



PROTIP: *In the fifth Cuban mission, the enemy will engage you near the hills. Be careful maneuvering here, or you'll end up as part of the hillside.*



PROTIP: *In the sixth Cuban mission, seek out the ground targets as you engage the dogfighters, so you avoid running out of fuel before you finish the mission. An easy way to find the ground targets without constantly checking your ground radar is to follow the dirt road.*



PROTIP: *In the seventh Cuban mission, take out as many enemy planes as you can with your guns. The last plane is an enemy stealth boss, and you'll need missiles to beat it.*

Cuba Mission Passwords

```
Mission 1: 68353
Mission 2: 58210
Mission 3: 98143
Mission 4: 44010
Mission 5: 84933
Mission 6: 59810
Mission 7: 99743
```

Mav's Girl

It wouldn't be a real Top Gun game if Maverick didn't have a civilian woman to chase after. News reporter Amanda Moore always ends up in the same hot spots where you're flying missions…Coincidence?

While she's no Kelly McGillis, you can win her over by rescuing her a few times.

Shellshock

(By U.S. Gold)

By Greasy Gus

Challenge Int Level

KIDS TO ADULTS K-A AGES 6+

Replay? MED

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Tank sim

25 levels

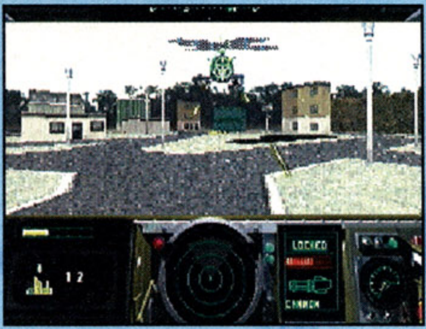
SHELLSHOCK

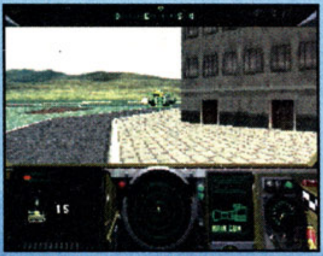
Do you want to blow up more things before 9 a.m. than *GamePro* editors do all day? Then enlist in Da Wardenz, the hip-hop tank unit of Shellshock.

Skip the long and unhelpful full-motion video of the mission briefings and jump right into the turret of your tank. From there, you'll battle enemy tanks, helicopters, gun installations, and even boats as you take out terrorist compounds and rescue hostages. Shellshock's gameplay is fairly fast – you can blow up almost everything, but clever and cautious tank maneuvering is clearly the deciding factor in completing missions. One of the gameplay requirements is that you repair your tank and add many upgrades (better treads, firing mechanisms, and armor) for a more lethal machine.

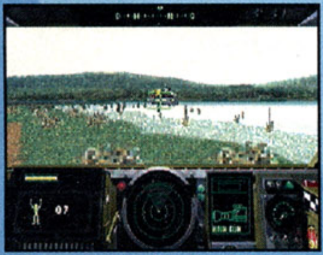
If you like tank games, chances are you'll like Shellshock. If not, these treads will pass the evening as a decent rental. G

PROTIP: Enemy choppers will plague you in the later levels; learn to quickly switch to your chain gun to take them out. ▶

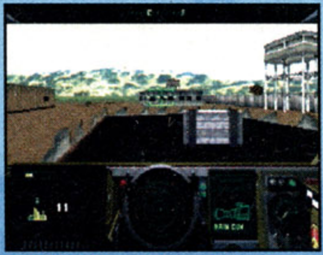




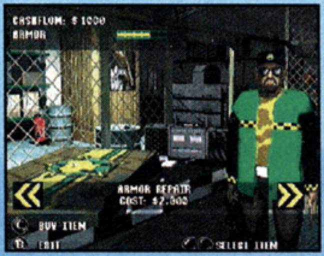
PROTIP: You must always depend on your radar. Use it to predict where enemies will appear.



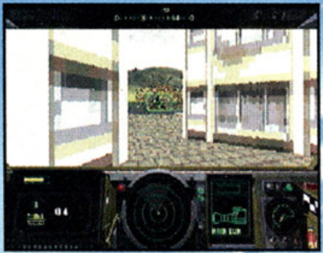
PROTIP: In the third mission, take out these gun boats before they fire on you.



PROTIP: Upgrade and repair your tank after each mission. Collect as many suitcases as you can for extra cash.



PROTIP: During the first levels, use your money to repair and add armor.



PROTIP: Buildings provide awesome protection, so set up your turret to fire between them and flush out the enemy.

YOUR CREW

Earshot
Dogg-Tagg
9-1-1
D-Tour
Dah Man

Graphics

4.0

Good detail in the enemies plus a variety of backgrounds and explosive elements make for good eye candy. The downer: All flat terrain.

Control

4.0

A turret that revolves while you drive and a sharp handbrake turn give the M13 good maneuverability. Multiple weapons and enhancements add to the solid control.

Sound

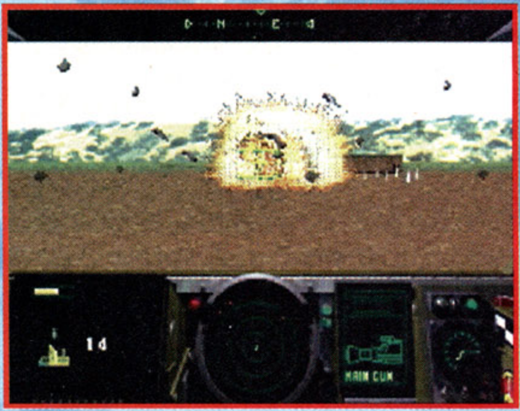
4.0

Boomin' effects and jazzy hip-hop tunes keep Shellshock rollin'. Unfortunately, the only way to stop the repetitive voices is to switch off the effects entirely.

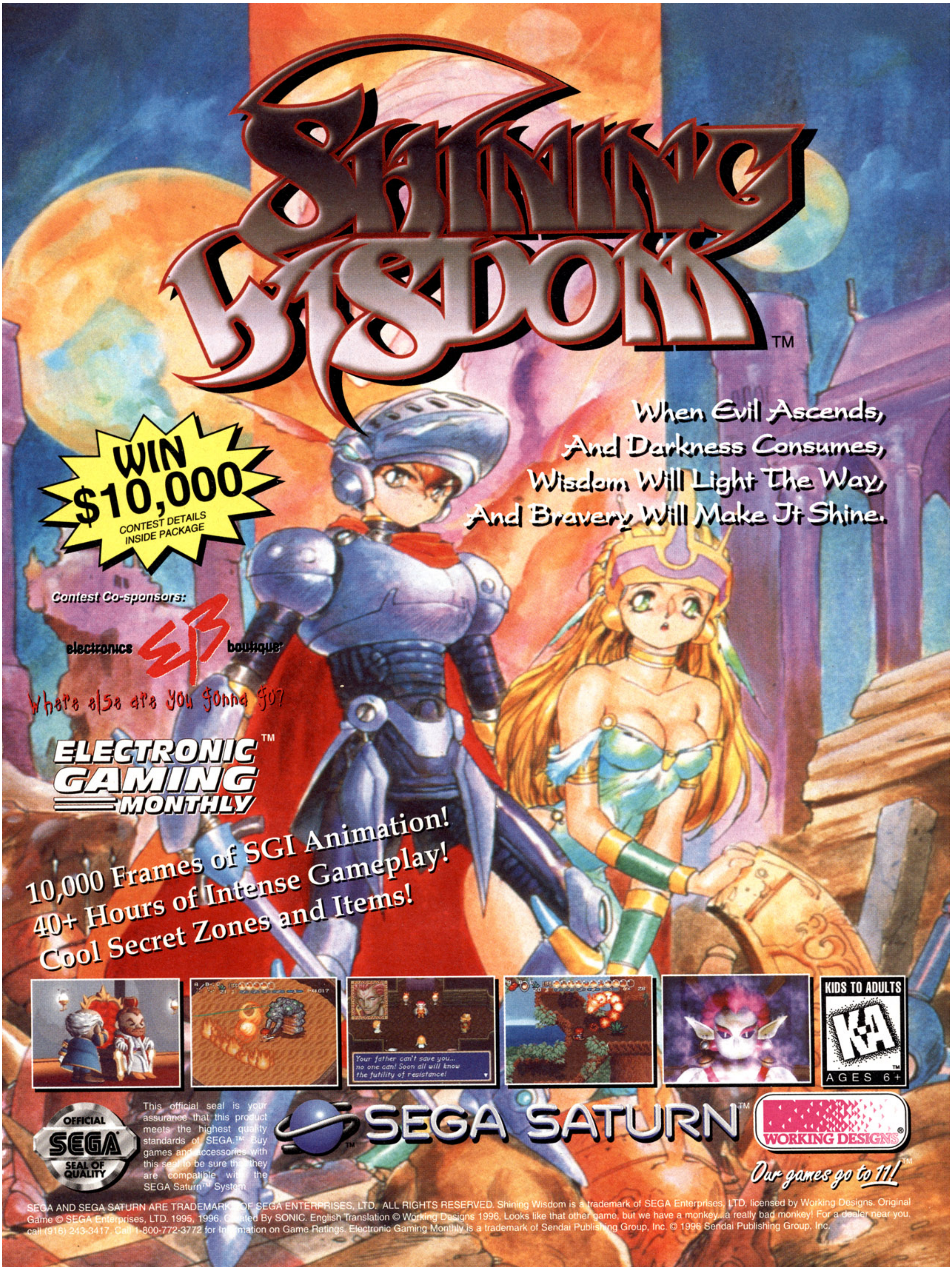
Fun Factor

3.5

Shellshock's 25 missions will appeal to tank strategists more than straight shooter fans. While highly explosive, it's not without fault, and it certainly ain't easy.



PROTIP: Defensive driving is key. When attacked, drive in reverse to keep the enemy a good distance in front of you, and keep moving, or you'll be toast.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And Darkness Consumes,
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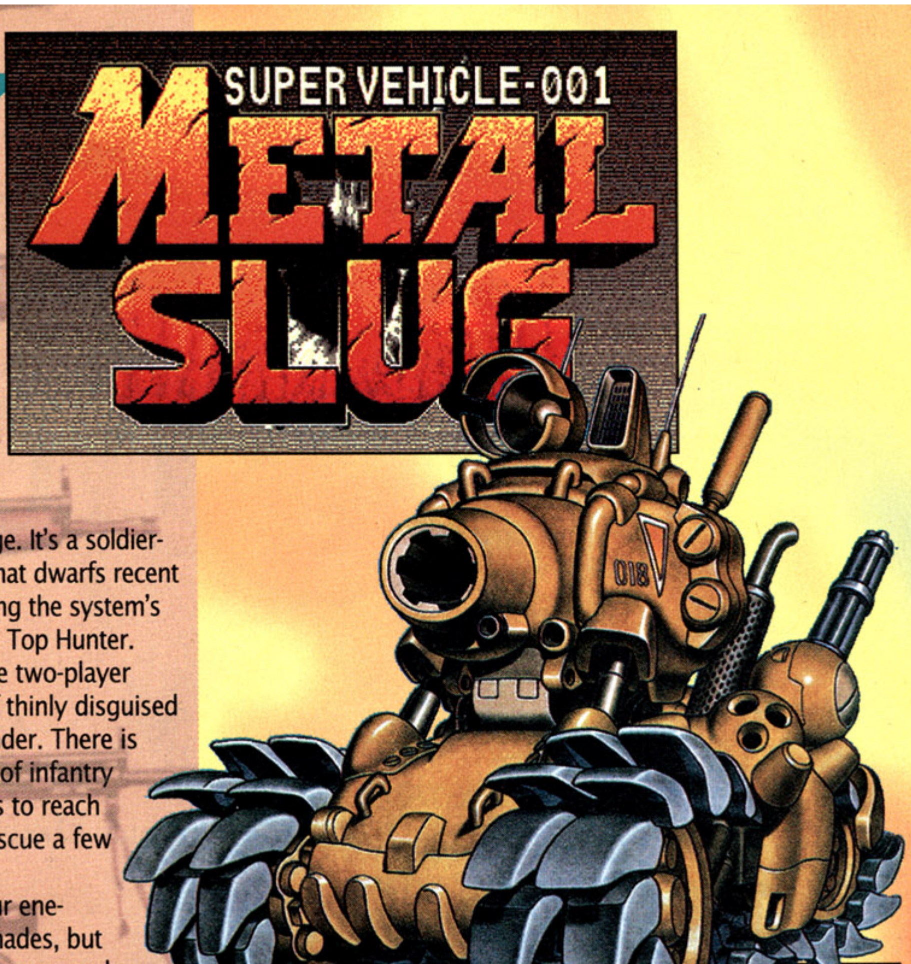
Metal Slug

(By SNK)

By Major Mike

Price not available
Action/adventure
210 megs
2 players
Available now
6 missions

Challenge adj Level
Replay? MED
NOT RATED



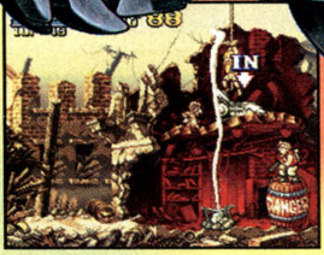
Metal Slug pushes the Neo•Geo to the edge. It's a soldier-slamming, side-scrolling, tour de force that dwarfs recent side-scrolling Neo shoot-em-ups, including the system's strongest platform offerings like Cyber Lip and Top Hunter.

Slug pits a lone soldier (or soldiers with the two-player simultaneous play) against an enemy army of thinly disguised Nazis with a Saddam Hussein–esque commander. There is no story, you simply parachute into a variety of infantry combat situations, where the only objective is to reach the end of each mission in one piece...and rescue a few hostages along the way.

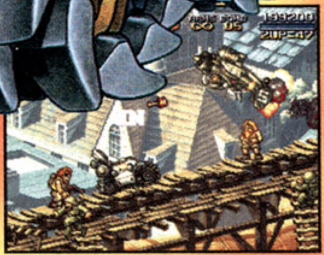
Slug's loaded with weapons to decimate your enemies. You start with a standard pistol and grenades, but you can upgrade to rocket launchers, machine guns, and shotguns. Your enemies attack by the dozens, so the more firepower you pack, the better. The granddaddy weapon is the prized Super Vehicle-001, a mini tank armed with a machine gun and artillery shells. Once inside the tank, you can roll over enemies, jump, and blast structures to smithereens. You can also turn the tank into a time bomb that destroys the tank and everything it touches when it blows. Watch the amount of damage you absorb – take one hit too many, and your tank explodes. So bail out when that baby flashes red!

The complaints are major and minor. The major is that the game's too short! Six missions just aren't enough, and the linear gameplay doesn't offer much when you play for the sixth and seventh times. The minor gripe is with the graphics, which succumb to slowdown, especially during the huge explosions. Fortunately, that's kept to a minimum.

Not only has the Neo proven itself in the fighting-game arena, but with more platform games like Metal Slug, it could become a system to be reckoned with in the platform-game genre as well. G



PROTIP: In Mission 4, don't destroy the big barrel of dynamite at the start of the mission; instead, jump up on it and get to the tank on the floor above.



PROTIP: In Mission 2, when you reach the attacking planes, get out of the tank. It is easier to destroy them on foot, and the tank doesn't take any damage!

Graphics

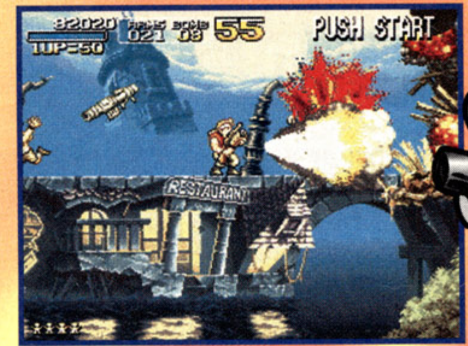
4.5

Incredible detail and awesome explosions fill the screen – so does the enemy's blood. Just watch your enemies when you toast 'em with the flame shot!

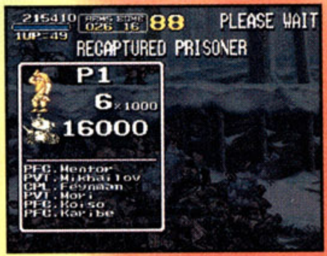
Control

4.5

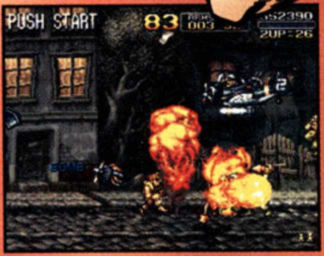
Gameplay is simple: run, jump, fire, and throw grenades. The only problem is that the suicide tank move is too easy to execute accidentally (simultaneously press A and B).


82020
1UP=50
021 08
55
PUSH START
RESTAURANT

PROTIP: Although a powerful weapon, the shotgun is effective only at close range. Use grenades for targets that are far away.

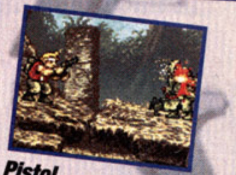

215410
026 16
88
PLEASE WAIT
1UP=49
RECAPTURED PRISONER
P1
6×1000
16000
PFC.Mentor
PVT.Mikhailov
CPL.Feynman
PVT.Mori
PFC.Koiso
PFC.Karibe

PROTIP: Rescue as many prisoners as you can, and score big points if you survive the mission with your tank intact.

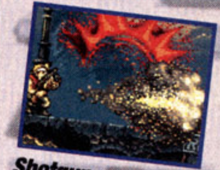

PUSH START
83
003
52390
2UP=26

PROTIP: When things get hectic, run-n-gun your way through the turmoil – just keep tapping the fire button!

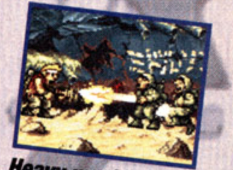
KILLING TIME



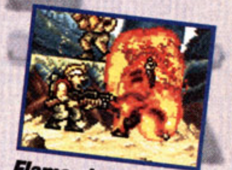
Pistol



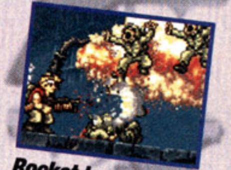
Shotgun



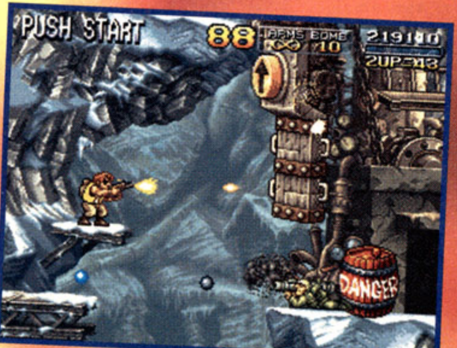
Heavy machine gun



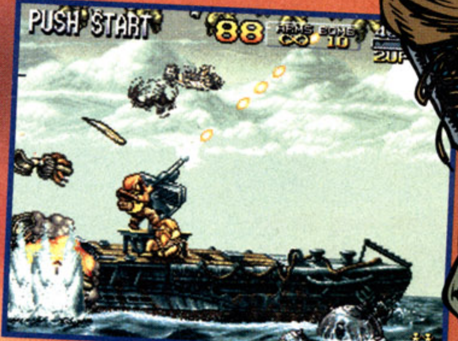
Flame shot



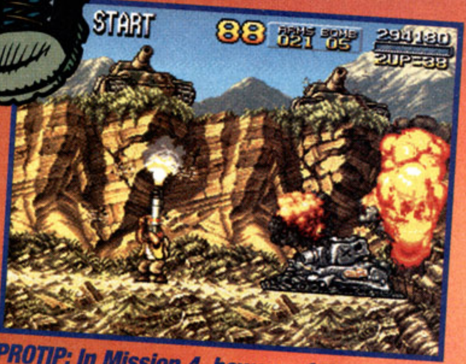
Rocket launcher


PUSH START
88
∞ 10
219110
2UP=43
DANGER

PROTIP: In Mission 3, shoot the giant button, and when the gate is high enough, jump across and shoot the barrel of dynamite.


PUSH START
88
∞ 10

PROTIP: In the Final Mission, use the mounted machine gun against planes and paratroopers, but jump off it when enemy artillery heads your way.


START
88
021 05
294180
2UP=38

PROTIP: In Mission 4, beware of the tanks that park overhead; if you shoot the cliff below them, they can fall on you and take away a life.

Fun Factor

4.5

Too short! Six missions of mayhem this fun are simply not enough! Metal Slug is so straightforward and linear that the Fun Factor waves the white flag with successive playthroughs.

Sound

4.5

Pulse-pounding music overshadows the screams, explosions, and other onscreen havoc.

BAR
RESTAURANT
KITCHEN & BAR
RESTAURANT

The 16-BIT systems are down but not out!

By The Feature Creature

For more 16-bit info, check out the Super Mario RPG Strategy guide in "Role-Player's Realm"!

16-Bit Hall of Fame

You Gotta Have These!

In May we asked you to name your favorite 16-bit action/adventure games. SNES games took three of the top four slots, although to Sega's credit, more Genesis titles are listed overall. Here's your list with the percentage of votes for each game:

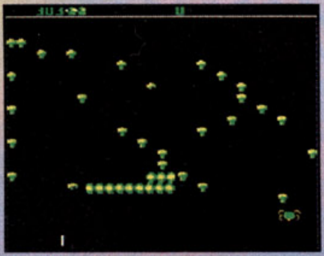
- **Donkey Kong Country 2** (SNES) 19%
- **Donkey Kong Country** (SNES) 16%
- **Sonic 2** (Genesis) 11%
- **Super Metroid** (SNES) 10%
- **Disney's Aladdin** (Genesis) 6%
- **Earthworm Jim** (Genesis) 6%
- **Sonic & Knuckles** (Genesis) 6%
- **Earthworm Jim 2** (Genesis) 5%
- **Flashback** (Genesis) 5%
- **Vectorman** (Genesis) 5%
- **Alien 3** (SNES) 1%
- **Gunstar Heroes** (Genesis) 1%
- **The Lion King** (Genesis) 1%
- **Shinobi 3** (Genesis) 1%
- **Sonic 3** (Genesis) 1%
- **Super Mario World** (SNES) 1%
- **Super Return of the Jedi** (SNES) 1%
- **Super Star Wars** (SNES) 1%
- **Taz-Mania** (Genesis) 1%
- **X-Men** (SNES) 1%
- **Yoshi's Island** (SNES) 1%

16-Bit ProReviews

Arcade Classics

By Captain Squideo Genesis

What was novel back in the 1970s is mundane in 1996. This collection of ancient video games has nostalgia value, but you probably won't be playing these any more often than you'd listen to an old Partridge Family album.

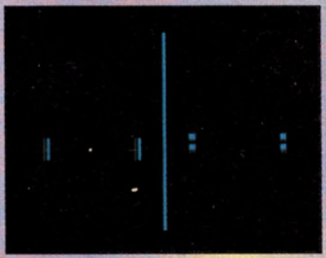


PROTIP: In Centipede, clear out the objects immediately around you so that the centipede will cross the entire screen late in the game.

Arcade Classics by Sega

Graphics	Sound	Control	Fun Factor	Challenge
1.5	1.5	2.0	2.0	ADJ Adjustable

$39.99
4 megs
Available August
Shooter
3 games
Side view
Replay value: Medium
ESRB rating: Kids to Adults



PROTIP: In Super Pong, hit the puck from your outside paddle to your inside paddle to make it build up speed as it approaches your opponent.

The Good Ol' Days?

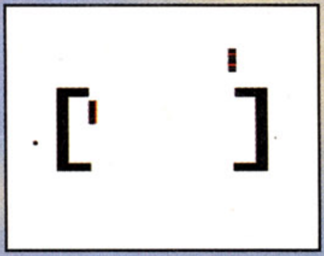
Arcade Classics unites three historic games: Pong, Centipede, and Missile Command. Each is presented both in its original form and in a new Sega version. But the upgrades aren't much: just some added sound effects or backgrounds. You can make Pong sound like tennis. Big whoop.

You'll be struck by how little there is to do. Each game is a one-button affair, except Pong, which uses no buttons (just Up and Down on the directional pad). The gameplay is mildly fun, especially for two players, but these games won't raise your pulse. You can, however, adjust the challenge to make the games insanely impossible (good luck scoring anything in Ultra Pong).

Games of Yesteryear

The graphics and sounds are true to the originals, which means they're primitive. The Sega versions actually detract from the gameplay in some instances: The distracting backgrounds of Centipede make it harder to see where you're shooting.

These days, any new 16-bit game is welcome. But though it's a humorous reminder of the industry's origins, Arcade Classics is no more than a 4-meg curiosity in high-revving 1996.



PROTIP: In Pong, keep your paddle still while the puck is behind your goal, or you might accidentally knock the puck in.

For real fun with historic games, pick up a 6-Pak – Sega's new six-in-one Genesis cart, that is. You get six complete games from the early 1990s: Sonic the Hedgehog, Revenge of Shinobi, Super Hang-On, Streets of Rage, Golden Axe, and Columns. While the sounds and graphics are primitive compared with the effects in Vectorman, these games are still fun. There's life in the old Genesis yet! ■

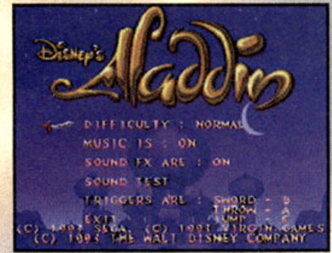
6-Pak Classics!

ASK THE PROS

What's the level-select trick for Aladdin for the Genesis?

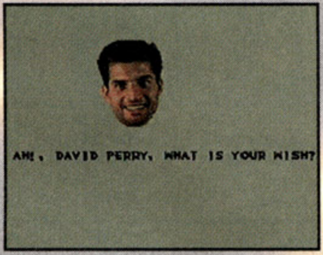
D. D. White
Linden, NC

One of 1993's best games, Disney's Aladdin established producer David Perry as a superstar. Previous games created under Perry's auspices include The Jungle Book; Perry's next project after Disney's Aladdin was the remarkable Earthworm Jim series.



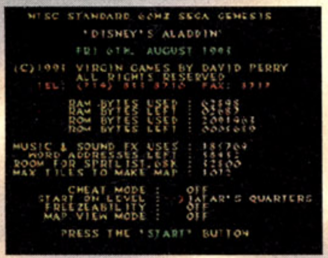
```
DIFFICULTY : NORMAL
MUSIC IS : ON
SOUND FX ARE : ON
SOUND TEST
TRIGGERS ARE : SWORD - B
               THROW - A
EXIT           JUMP  - C
(C) 1993 SEGA. (C) 1993 VIRGIN GAMES
(C) 1993 THE WALT DISNEY COMPANY
```

To select levels in Disney's Aladdin, at the Options screen press A, C, A, C, A, C, A, C, B, B, B, and B.



AH!, DAVID PERRY, WHAT IS YOUR WISH?

A head shot of Perry appears, then you go to a debug screen…



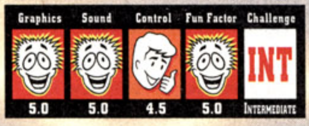
```
NTSC STANDARD 60HZ SEGA GENESIS
'DISNEY'S ALADDIN'
FRI 6TH. AUGUST 1993
(C)1993 VIRGIN GAMES BY DAVID PERRY
ALL RIGHTS RESERVED
TEL: (714) [illegible] FAX: [illegible]

RAM BYTES USED : [illegible]
RAM BYTES LEFT : [illegible]
ROM BYTES USED : [illegible]
ROM BYTES LEFT : [illegible]

MUSIC & SOUND FX USES : [illegible]
WORD ADDRESSES LEFT : [illegible]
ROOM FOR SPRITLIST.68K : [illegible]
MAX TILES TO MAKE MAP : [illegible]

CHEAT MODE : OFF
START ON LEVEL : >JAFAR'S QUARTERS
FREEZEABILITY : OFF
MAP VIEW MODE : OFF

PRESS THE 'START' BUTTON
```

…where you can select levels, among other tricks. Here's another quick level-skip trick: At any point in the game, hit Start to pause and press A, B, B, A, A, B, B, and A. This warps you to the end of the level.

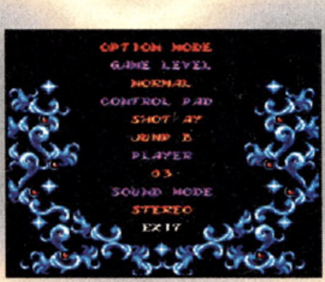
What were your ratings for Super Ghouls 'N Ghosts for the Super NES?

Ryan Sullivan
Hendersonville, TN

This classic action/adventurer scored high numbers in October 1991:

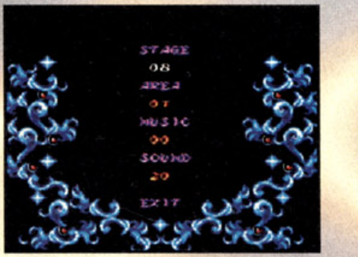


Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	4.5	5.0	INT Intermediate



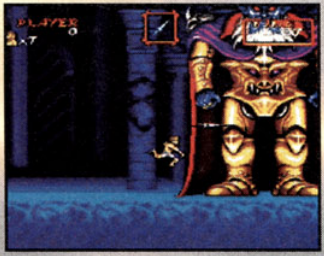
```
OPTION MODE
GAME LEVEL
NORMAL
CONTROL PAD
SHOT AY
JUMP B
PLAYER
03
SOUND MODE
STEREO
EXIT
```

Super Ghouls 'N Ghosts also has a stage-select code. At the Options screen, highlight Exit, then hold down Button L and Start on Controller Two. While holding, press Start on Controller One…



```
STAGE
08
AREA
01
MUSIC
00
SOUND
20
EXIT
```

…to get a new screen where you can select any stage…



…even the final battle with Sardius in your underwear!

In your March 1995 issue, you said that FX Fighter would be out for the SNES by that summer. It's now a year later, and I still haven't seen it. Where is it?

Jacob Simmons

Several of the big-name games shown by Nintendo at Winter CES in 1995 have never shipped. Besides FX Fighter, Nintendo presented StarFox 2 and Comanche (a helicopter shooter). Rumors persist that these games will one day hit store shelves, but as of our press time no firm dates have been announced.

YOUR TWO CENTS ABOUT 16-BIT

I work at a used video game store, and I can prove that the 16-bit systems aren't dead. Only one out of every 50 customers asks for Saturn or PlayStation games. Half our customers ask for NES games, and the other half want SNES or Genesis games. We even have people ask about Atari 2600 games!

John Shrader

GAME WATCH

This isn't a big month for new games, unfortunately, as companies gear up for the waves of fall releases that will begin to hit shore in September.

The hottest new date is November 18 – that's when Donkey Kong Country 3 comes out.

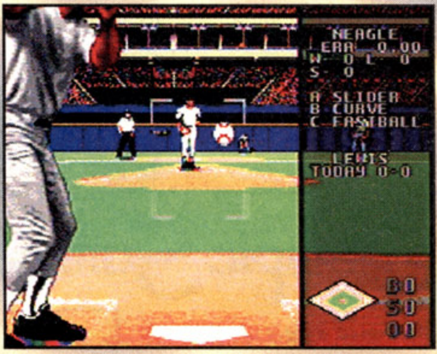
This month's releases:

Arcade Classics by Sega (Genesis)

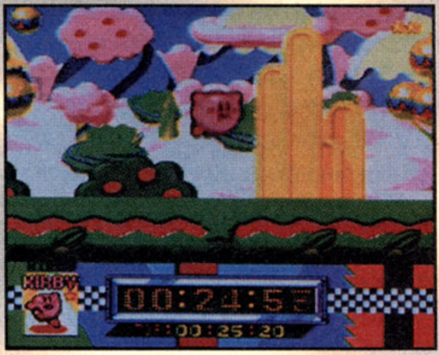
Bugs Bunny in Double Trouble by Sega (Genesis)

Kirby's Super Star (formerly Kirby's Super Deluxe) by Nintendo (SNES)

World Series Baseball '96 by Sega (Genesis)



World Series Baseball '96 (Genesis)



Kirby's Super Star (SNES)

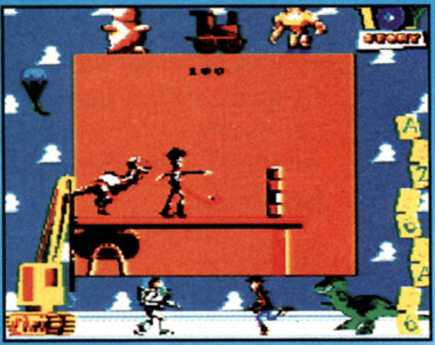
Toy Story

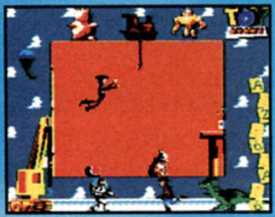
Game Boy

By Doctor Devon

Though there's not much that feels new here, Toy Story is a decent game. As Woody, you lope through a bedroom helping your pals from last year's flick. But too much of the gameplay is plodding and repetitive – how much slow running and jumping can one cowpoke take? Slight variations, like a timed level and a Rex-riding level, help a little, but they're only mild fun.

Woody's weapon is his drawstring, and it isn't very accurate when you use it to swing across gaps. The graphics are simple and the sounds basic: This game feels more like a low-tech throwback than the high-tech triumph the movie and 16-bit games were. G



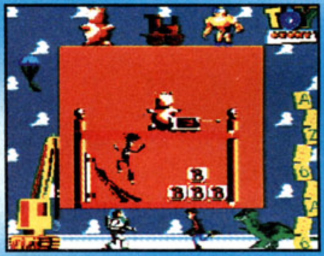


PROTIP: In Ego Check, use your drawstring to swing across large open spaces.

Toy Story by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.5	3.0	3.5	INT Intermediate

$29.95
4 megs
Available now
Action/adventure
1 player
10 levels
Side view
Replay value: Low
ESRB rating: Kids to Adults



PROTIP: In That Old Army Game, you'll find the baby monitor next to the teddy bear on top of the last toy shelf.

3D TETRIS

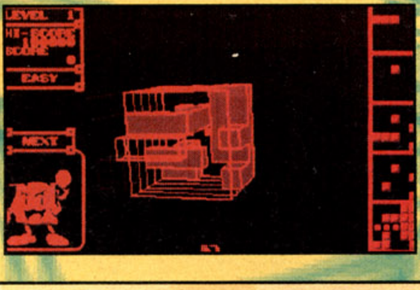
By Scary Larry **Virtual Boy**

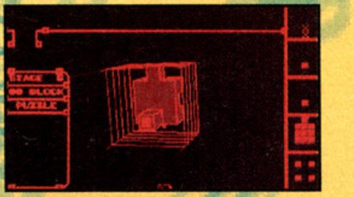
Tetris's addictive nature has enthralled a generation of gamers, and now Nintendo reinvents itself with a twisted take on the game.

This time, you're trying to piece together the puzzle from an overhead view. It's truly a 3D experience as you turn wire-frame pieces onto a revolving platform.

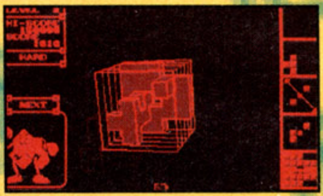
Although Tetris games aren't known for stunning scenery, at times they have appealing backgrounds. Not so in this souped-down version. Even the sounds are minimal.

The confusing controls add to the melee. You may find yourself grunting in frustration when turning pieces in the 3D environment. Still, some of the addictiveness of the original Tetris prevails, and you may play longer than you thought you would. G





PROTIP: Try not to send an L-shaped piece down with the crest pointed toward the floor.



PROTIP: Turn pieces as soon as they appear so that you quickly orient yourself with the controls.

3D Tetris by Nintendo

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	2.5	3.5	INT Intermediate

Price not available
Megs not available
Available now
Puzzle
1 player
Overhead view
Replay value: Medium
ESRB rating: Kids to Adults

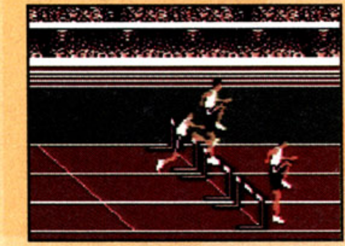
Olympic Summer Games

By Coach Kyle **Game Boy**

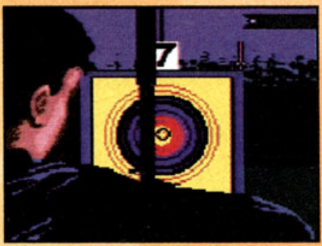
Variety, yes. Excitement, no. If the summer games were really this uninvolving, they'd be held once a century.

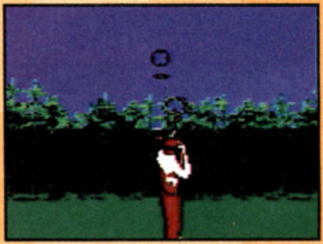
Compete in ten events, ranging from archery to the hurdles. These Olympics exclude team sports and boxing, though. In eight events you perform solo to get your best score.

The graphics are good and change for each event, with side views of the races and behind-the-competitor perspectives of the shooting events. The athletes are big enough to show off nifty animations, like humorous sprawls when they stumble in the triple jump. But the game's minimal sound effects fail to pump up the overall ho-hum action. This is more like the Olympic Bummer Games. G



PROTIP: In the 110-meter hurdles, hit Up as you take your final step before each hurdle.





PROTIP: Keep your cursor at one horizontal level and let the skeet come to you.

Olympic Summer Games by T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
3.5	2.0	3.0	2.5	ADJ Adjustable

$34.95
4 megs
Available now
Sports
4 players
10 levels
Side and behind-the-athlete views
Replay value: Medium
ESRB rating: Kids to Adults

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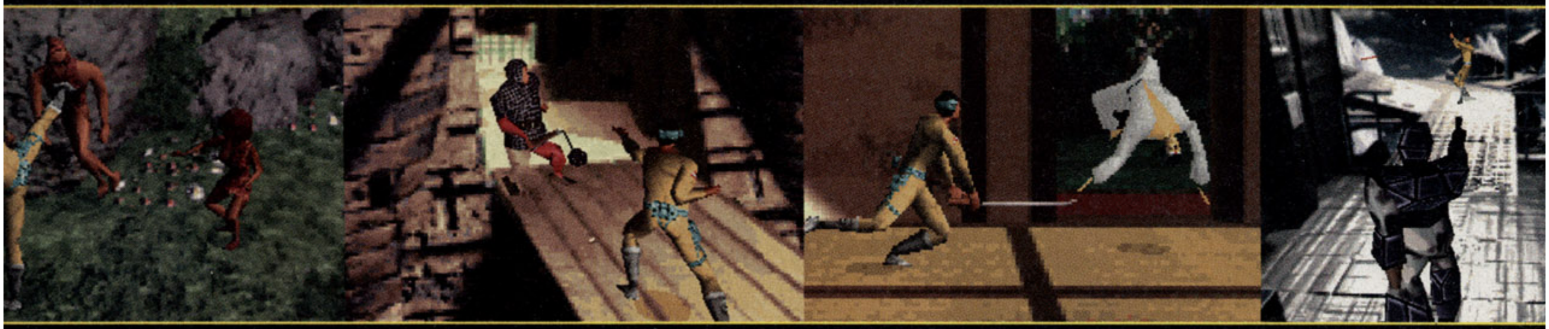

TIME
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SPORTS PAGES

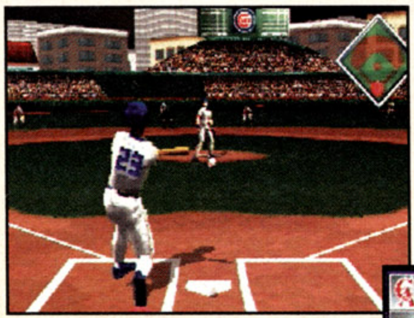
Triple Play Cranks One out of the Park

Triple Play '97

By Johnny Ballgame

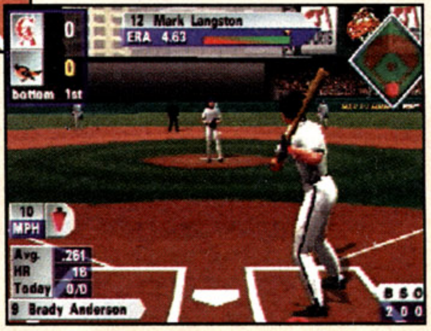
PlayStation

Welcome to the big leagues. Triple Play '97 steps up to the plate and smashes a homer in powerful Babe Ruth form. Everything you love about baseball is in this game, and the pure sights and sounds from the ballpark make you feel like you're living – not just playing – the experience.



PROTIP: Change speeds often to get the batter out in front and off balance.

Take me out to the ballgame. . . .



PROTIP: If you're being pitched inside a lot, open up your stance a little and yank the ball down the line.

The Diamond King

Triple Play offers all the realism you can ask for...then gives you even more. You get every Major League team, more than 700 authentic players updated through opening day 1996, and the most eye-catching, jaw-dropping stadiums you've seen to date on the 32-bit platform. There are five game modes, including Exhibition, Playoffs, and Series, along with three skill levels, trades, drafts, and the ability to create players.

Speed bursts, jumping to take away home runs, and diving for liners provide players with all the moves, but some of the controls are a little problematic. Every pitcher can throw ten pitches, but there's no onscreen targeting cursor, and you have no control over a pitch's height.

The controls are also a little off when you're running the bases, mainly because they're far too complex, especially when you're handling multiple runners. Although you get used to the many button presses, you're still prone to miscues.

All-American Graphics

Remarkable flybys of each stadium will leave you reminiscing about glory days and hot dogs. The motion-captured animations are impressive, and the physics of play, like the ball spin and wind drift, are incredibly lifelike. Players run smoothly on gorgeous green fields, and, for the first time, outfielders actually collide if they blindly chase a fly ball.

The sound sucks you in with catchy, hand-clapping PA music, roaring crowds, and a timely announcer who calls the play-by-play, including each player's name. You can even hear the difference between a home run and a grounder in the crack of the bat. When key situations arise, a fan calls out from the distance, "Go for it!"

Déjà Vu All Over Again

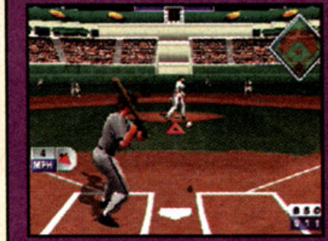
As the 32-bit baseball season begins, EA Sports is back on top with the best baseball simulation so far. It not only captures every stat for the fanatic, but provides frenzied fun for even the casual sports gamer. You don't need Albert Belle to smack you in the head to know Triple Play '97 is the ruler of diamonds. ■

Triple Play '97 by EA Sports

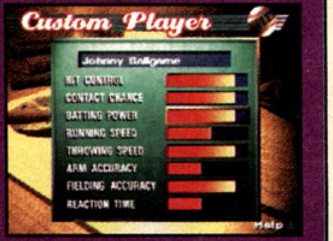
Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	4.0	5.0	ADJ Adjustable

$59.95
Available now
Baseball
2 players
Multiple views
Replay value: High
ESRB rating: Kids to Adults

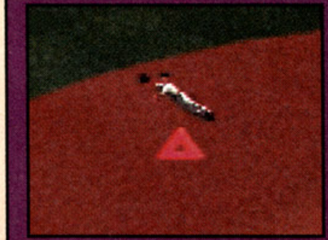
Triple Play '97 Tips



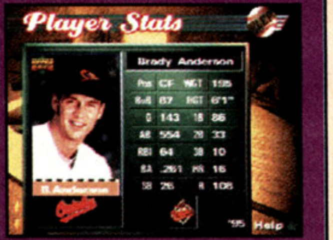
PROTIP: Pitch batters on the outside part of the plate, and when they swing, move the ball beyond their reach.



PROTIP: If your team lacks a good player at a key position, use the create-a-player option to fill the hole.



PROTIP: Timing is the most important part of making diving catches. The more you attempt, the better you'll get.



PROTIP: Get to know each player's real-life attributes so you know how to use them successfully in the game.

Late Powerplay Advantage Turns Around Saturn Season

Saturn

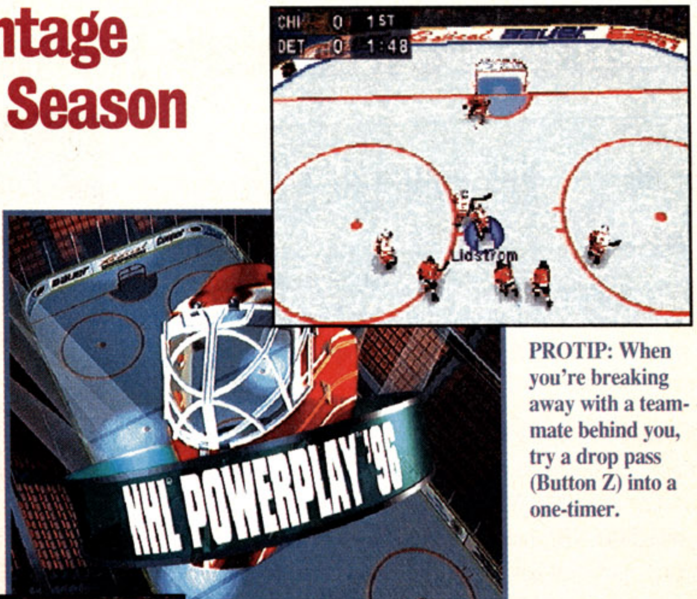
NHL Powerplay '96

By Tommy Glide

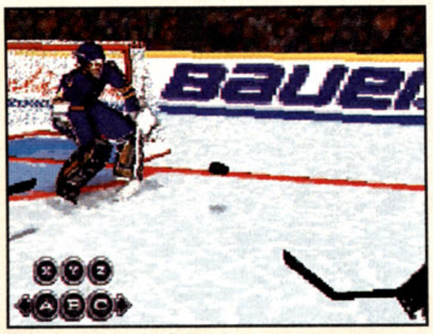
They say the cold war is over, but not if you're battling on ice in NHL Powerplay '96. Powerplay's unquestionably one of the best sports games available for the Saturn.

Boards and Blades

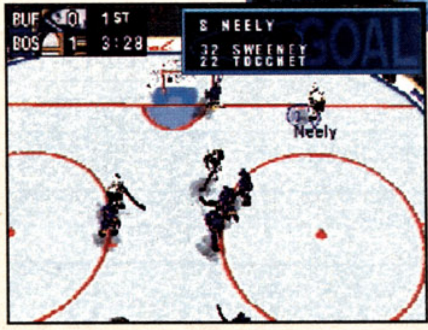
With all the NHL teams and players and the traditional top-down view of the action, you lace up for Exhibition, Season, Playoffs, and World Tourney modes. In the World Tourney, you can play as one of 16 international teams, with pro players representing their home nations (for example, Gretzky and Neely play for Canada).



PROTIP: When you're breaking away with a teammate behind you, try a drop pass (Button Z) into a one-timer.



Whoa! In the replay mode, you can zoom in and get a good look at these polygonal skaters.



PROTIP: Master the one-timer shot if you want to score.

The play feels truly real. The computer A.I. effectively re-creates each team's style, and while fighting has unfortunately been left out, this game packs all the speed and bone-crunching hits of the pros. And when it comes to scoring, only superbly set-up shots get by. Quick passing makes for a fast game, and good defense is hard to master. The coaching option enables you to really vary your strategy.

Controlwise, all the moves you need are here. You get buttons for speed bursts, drop passes, slap shots, and wrist shots. But the control does feel a little stodgier than the PlayStation version.

Splendor in the Glass

Graphically, Powerplay is a true 3D game. Unbelievably sharp polygonal players skate in a well-built 3D arena with detailed artwork on the ice. A smoothly scrolling and scaling camera follows the great motion-captured animation. The devastating checks are so detailed that you can almost feel the stuntman's pain. The one drawback is that the puck can be hard to spot at times.

Assisting the great visuals are the quality sounds, especially the excellent effects. Missed shots ring off the goal post, and sticks realistically clap against the puck. The stadium announcer is perfect, not repetitive or too intrusive, and the "smart" crowd boos visitors and cheers the home team. But where's the organ music?

Powerful Play

Rarely does a video game deliver the essence of the sport. As the first in what hopefully is a continuing series, Powerplay may well be unrivaled for all of '96. ■

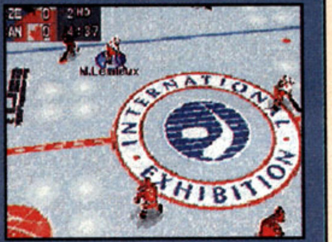
NHL Powerplay Tips

PROTIP: For effective strategy, your style of play should match the team you're using. For example, dump the puck in the zone often if you are playing as the Penguins.

PROTIP: Stick near the net on breakaway shots. Often you'll get off two shots if the goalie deflects the first.

NHL POWERPLAY 96
51
OVERALL
98
OTTAWA
ALL STARS EAST
EASTERN

PROTIP: When first learning to play, choose an All-Star team and play a weaker team like Ottawa.



PROTIP: Quick passing is the best way to move the puck up the ice and set up scoring situations.

NHL Powerplay '96 by Virgin Interactive

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.0	4.5	INT Intermediate

$69.95
Available now
Hockey
6 players
Scaling overhead view
Replay value: High
ESRB rating: Kids to Adults

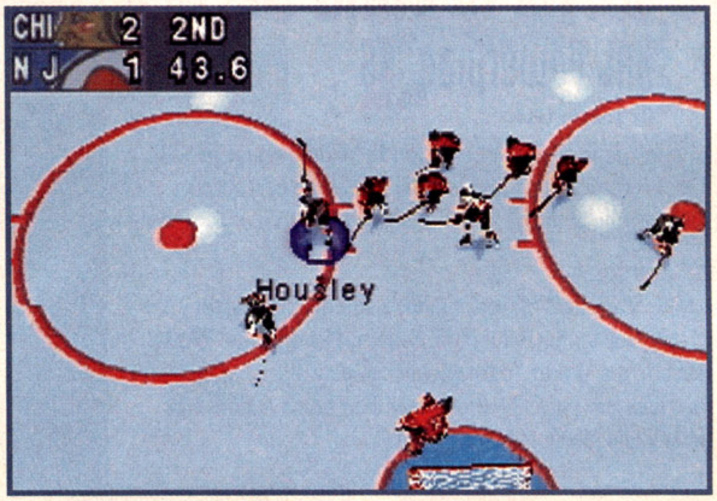
Rookie Powerplay Hammers Faceoff Opposition

NHL Powerplay '96

By Tommy Glide

PlayStation

If you thought NHL Faceoff was the be-all and end-all of PlayStation hockey, think again. Powerplay's graphics and gameplay skate away with the Cup.


CHI 2 2ND
N J 1 43.6
Housley

PROTIP: Many goals are scored through the goalie's legs. Keep your slap shots low and put 'em right through the wickets.

Fast, Furious, Fightless!

Lace 'em up for some of the fastest, smoothest-playing hockey available. Not only does Powerplay '96 give you all the NHL teams plus the East and West All-Star teams, you also get 16 international teams. The standard features include Exhibition, Play-Off, World Tourney, and Season modes of play. In the Season mode, you can opt to play 11-, 21-, 41-, or 82-game seasons.

The competition is fierce, with a truly tough A.I. To win, you'll need to hit hard, pass quick, and set up your shots. Each team plays in a style similar to that of its real-life counterpart, and you especially notice the difference when you're a man down because of a penalty.

Controlwise, you get all the NHL moves (minus the drop pass that's in the Saturn version), tight directional response, wrist shots, slap shots, skating backwards, speed bursts, and optional goalie control. But still no fighting!

Polygonal Performance

Once the world sees these polygonal skaters perform, the days of prerendered sprites are numbered. The PlayStation's polygonal skaters are smaller than the Saturn's, but they're smoother. Not only have the general movements and the big hits been motion-captured, but so have all the subtleties, like the off-balance wobble of a wingman trying to retain puck control while brushing by a defenseman. The game is truly 3D, and the rendered rink, logos on the ice, and glare reflecting off the surface make Powerplay's arena the most realistic to date.

The sound complements the graphics well, with standouts like the thud of a wide slap shot hitting the boards and the realistic horn sounding the end of a period. However, there's a lack of stadium music and the crowd occasionally grows quiet.

Power Playability

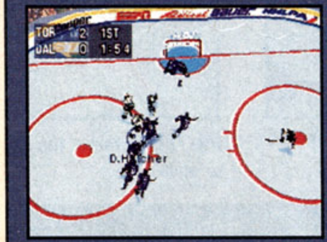
Undoubtedly this game was developed by people who know hockey. While it's not perfect, with features like six-player capability there's more than enough here to keep stickhandlers enthralled. Powerplay has the power. ■

NHL Powerplay '96
By Virgin Interactive

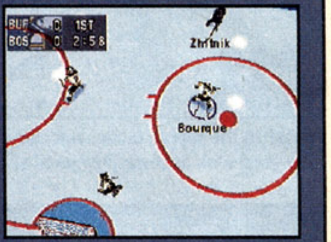
Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.5	4.5	INT Intermediate

$69.95
Available now
Hockey
6 players
Overhead/scaling view
Replay value: High
ESRB rating: Kids to Adults

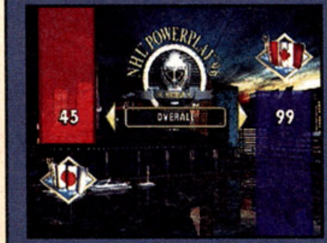
Powerplay Tips


TOR 2 1ST
DAL 0 1:54
D.Hatcher

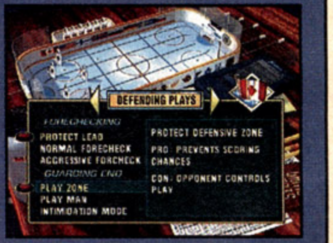
PROTIP: High wrist shots often deflect back in front of the net. Look to shoot again if it rebounds.


BUF 0 1ST
BOS 0 2:58
Zhitnik
Bourque

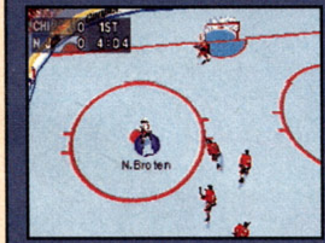
PROTIP: To play more effective defense, learn to skate backwards using the L1 button.


NHL POWERPLAY '96
45
OVERALL
99

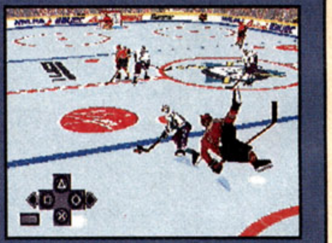
PROTIP: The Canadian national team is definitely the best in the game. Use it for a real advantage.


DEFENDING PLAYS
FORECHECKING
PROTECT LEAD
NORMAL FORECHECK
AGGRESSIVE FORECHECK
GUARDING END
PLAY ZONE
PLAY MAN
INTIMIDATION MODE
PROTECT DEFENSIVE ZONE
PRO: PREVENTS SCORING CHANCES
CON: OPPONENT CONTROLS PLAY

PROTIP: When the opposing team has a power-play advantage, adjust your defense for penalty killing.


CHI 0 1ST
NJ 0 4:04
N.Broten

PROTIP: Use the △ button to speed burst on breakaways. You can sometimes break away with a long pass from the goalie.



Check out the big hits up close in the Replay mode.

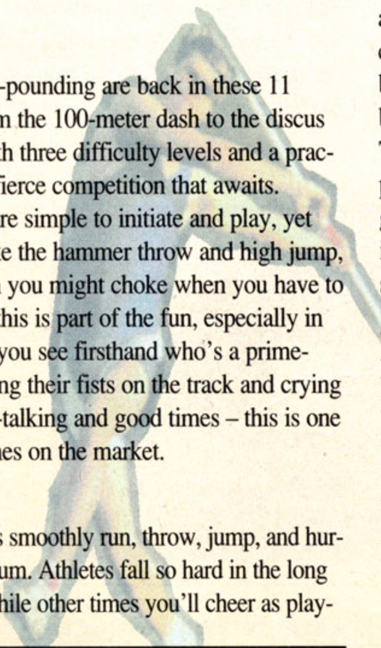
Konami's Off and Running with Killer Track Action

International Track & Field

By Johnny Ballgame

PlayStation

Classic arcade multiplayer action is born again on the PlayStation in this superb Konami sports title. Revamped from its glory days in the arcades, International Track & Field triumphs with terrific traditional gameplay that's enhanced by gold-medal 32-bit graphics.



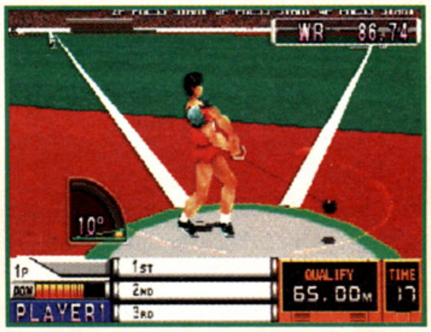
Track & Field of Dreams

The good old days of frantic button-pounding are back in these 11 heart-racing events. Everything from the 100-meter dash to the discus and shot put are included, along with three difficulty levels and a practice mode to help you train for the fierce competition that awaits.

The controls for your athlete are simple to initiate and play, yet difficult to master. Some events, like the hammer throw and high jump, take hours to perfect, and even then you might choke when you have to qualify in only three attempts. But this is part of the fun, especially in three- or four-player action, where you see firsthand who's a prime-time player and who ends up banging their fists on the track and crying their eyes out. Expect a lot of trash-talking and good times – this is one of the best head-to-head sports games on the market.

Sweet Fleet Feet

Huge, detailed, fully rendered sprites smoothly run, throw, jump, and hurdle in a beautiful Olympic-size stadium. Athletes fall so hard in the long jump that you'll cry out in agony, while other times you'll cheer as players celebrate a win by pumping their fists in the air. The victory stand is hilarious, especially if one of your buddies ends up in fourth place.



PROTIP: In the hammer throw, don't throw until the arrow turns red. Release the hammer when it's on the right-hand side to keep it inbounds.

Digitized voices and realistic, hysterical crowd noises are combined with the old beeps and bloops of Track & Field's arcade past. The announcer gets you amped before each event by asking "Who will be number one in the world?" and congratulates you if you win or qualify. Players scream "Ouch!" and "Whoa!" when you mess up or injure them.

Gold Medal Glory

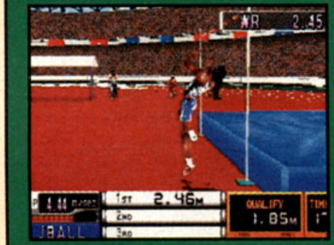
International Track & Field is the Carl Lewis of track and field games, streaking across the finish line in unmatched form and fun. So far, everything else is strictly a runner-up. ■

International Track & Field by Konami

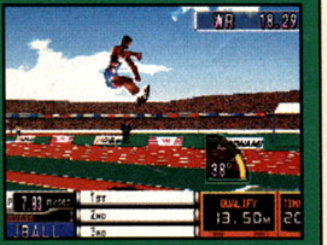
Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	4.0	5.0	ADJ Adjustable

Price not available	Multiple views
Available now	Replay value: High
Track & field	ESRB rating: Kids to Adults
4 players	
11 events	

Track & Field Tips



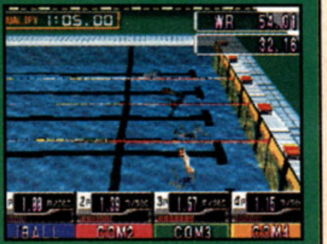
PROTIP: Practice the high jump so you know how high you can go, then start with the bar around that height. This maximizes your point potential if you make it and gives you a better chance to win.



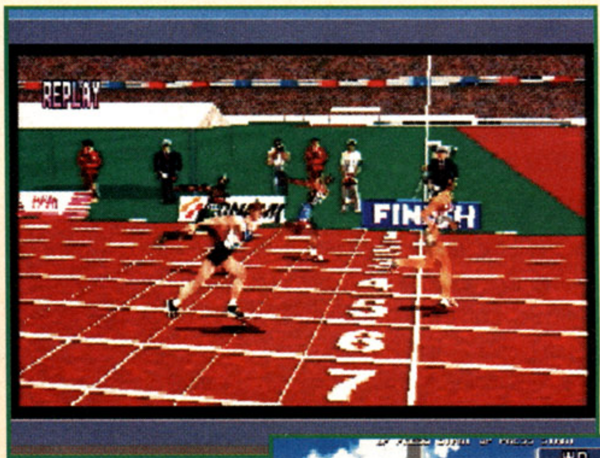
PROTIP: In the triple jump, reach 13.33 meters and see a special surprise from the old arcade Track & Field.

FINISH
1P JBALL
USA
14.83
WINNER

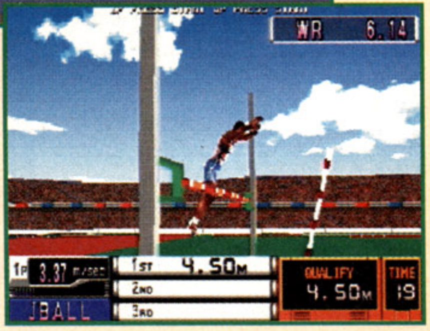
First-place finish!



PROTIP: The most important part of the swimming event is the flip turn. Don't turn too early, or you won't get a good push.



PROTIP: Sometimes the difference in the 100-meter dash is the final lean across the line. Don't forget to stretch, or it could cost you first place.



PROTIP: In the pole vault, spring from the pole when it's bent – just before it straightens out – for the best height.

F1 Challenge

By The Axe Grinder

Saturn

More a hardcore racing game than a "pop" arcade title, F1 Challenge has some decent aspects, but ultimately it's monotonous. The game's nice to look at, but its simplicity and bland features make it boring.

Dead Racer

With the Formula One license, F1 Challenge has real cars, drivers, and tracks to choose from. There are also two modes: Time Attack (race to get your best time) and Arcade (race against others). Unfortunately, the variety doesn't rescue the flagging action. Unlike Sega Rally, F1's ho-hum A.I. never picks up the pace with a sharp, competitive edge.

In both modes, the controls handle well, though steering is a bit touchy with Sega's steering-wheel peripheral.

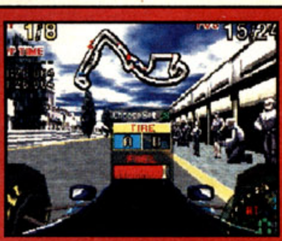
Grind to a Halt

The generic rock music drones on endlessly, while the scant effects, such as the tinny roar of the crowd, are overshadowed by the hum of the car engine. The most arresting effect comes when you crash into a wall, which sounds like breaking glass.

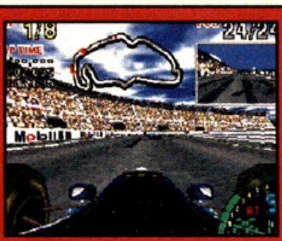
The redraw of the track is better than Daytona USA's and Sega Rally's, and the decent graphics sport nice touches, like the sparks that fly when you ram an opponent and the rendered opening cinematics. The rear-view mirror, however, slows down the action.

F1 isn't a bad game, it just isn't a very exciting or interesting one. It tries to get off to a rousing start, but barely makes it across the finish line. ■

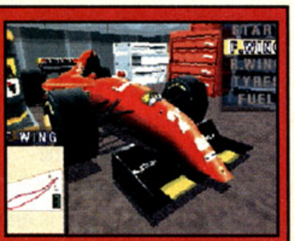
F1 Challenge Tips



PROTIP: Change your tires whenever possible. If you drive on one set too long, you'll slide all over the track.



PROTIP: Watch the rear-view mirror so you can cut off approaching racers.



In the body shop before each race, you can adjust your car's wings, tires, and fuel quantity.

F1 Challenge by Virgin

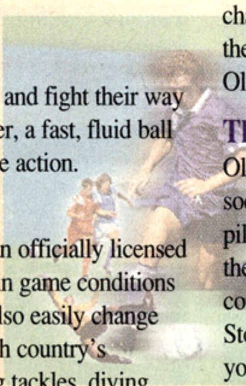
Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	4.0	2.0	ADJ Adjustable

$64.95
Available now
Racing
1 player
Multiple views
Replay value: Low
ESRB rating: Kids to Adults

Olympic Soccer

By Johnny Ballgame

PlayStation



Thirty-two international teams kick and fight their way to the gold medal in Olympic Soccer, a fast, fluid ball blazer that offers both realistic simulation and arcade action.

Just Kickin' It

For features, the three modes of gameplay include an officially licensed Olympic tournament, and you can manipulate certain game conditions like the field type, weather, and stadium. You can also easily change formations and player assignments according to each country's strength. The outstanding controls score with sliding tackles, diving headers, bicycle kicks, and combination moves like the give-and-go.

The polygonal players look good from afar, but look far from good during the close-ups, where faceless referees give yellow cards to indistinct rule violators. The crowd looks more like a spray-painted wall, and sometimes the ball actually ricochets off them in a manner reminiscent of indoor soccer.

A British announcer dominates the audio with quick quips and well-timed humorous comments. Techno music pulses during the options screens, but the crowd noise and chants aren't as prominent as they should be, especially for an Olympic competition.

This or That

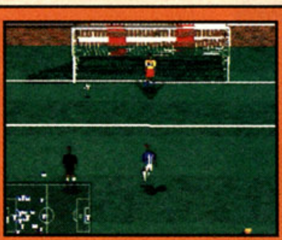
Olympic Soccer is a smooth, fun soccer game that keeps you happily gunning for goals. But there's already so much solid competition on the field (Goal Storm, VR Soccer, FIFA) that you may want to rent them all before finally choosing a season-ticket plan. ■

Olympic Soccer by U.S. Gold

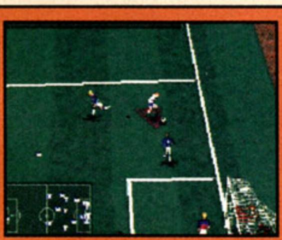
Graphics	Sound	Control	Fun Factor	Challenge
3.5	4.0	4.5	4.0	INT Intermediate

$59
Available now
Soccer
4 players (with multi-player adapter)
6 stadiums
Multiple views
ESRB rating: Kids to Adults

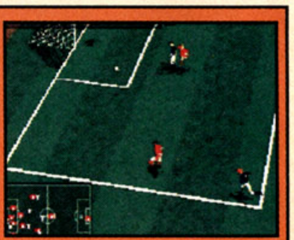
Olympic Soccer Tips



PROTIP: On penalty kicks, aim your shot just inside the pole. The goalie has to really stretch to defend it.



PROTIP: Bring the ball down the sideline. When you're close to the goal, kick it in the center area for a quick kick or header.



PROTIP: When going in for a goal, don't get too close, or the goalie will run up and grab the ball. Instead, kick the ball from the outside and move in to possibly score off the deflection.

The Final Round

By Bruised Lee

PlayStation

Konami putts around the course with a mediocre attempt to capture the realism of EA's PGA Tour '96. Pros should stay where they belong: on a PGA-sanctioned course.

It's Tee Time

Golf fans are sure to be disappointed that the PGA pros didn't make Final Round's lineup. Instead, you're subjected to six fictitious golfers who are rated in power, technique, stability, and luck. More disappointing, though, is the lack of replay value: The four modes (stroke, match, skins, and training) go down on one lone course.

There's nothing special about the gameplay. The cheesy power meter brings down the controls and limits the fun. Hooking and slicing the ball is determined by your stance and where you hit the ball, so once you power up the meter, there's no skill involved in making contact with the ball.

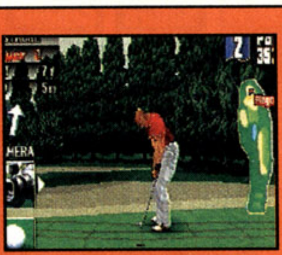
On a positive side, Final Round's graphics make good use of the PlayStation's 3D engine. The holes, which are beautifully texture-mapped, and the players are extremely realistic. The multiple camera views and instant replay also add a nice touch.

The decent sounds provide the standard thwack of a golf club along with an occasional chirping of birds. Typical jazz music fades in and out after each hole.

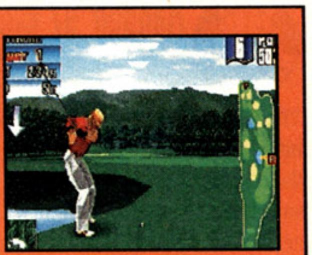
Course in One

It's okay to make a sports game that doesn't have a pro license, but there should be other aspects to make the game stand out. One playable course in the entire game and limited features really handicap The Final Round. ■

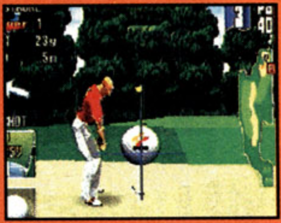
Final Round Tips



PROTIP: Study the 3D grid when you're on the green to judge where the ball might break.



PROTIP: When setting up for a short drive, keep in mind that the ball can roll far. Don't overpower the shot.



PROTIP: Hit the ball low to lift it up and out of the bunker.

The Final Round by Konami

Graphics	Sound	Control	Fun Factor	Challenge
4.5	3.0	3.0	2.5	INT INTERMEDIATE

Price not available
Available July
Golf
4 players

1 course
Replay value: Low
ESRB rating: Kids to Adults

SPORTS INSIDER PREVIEWS

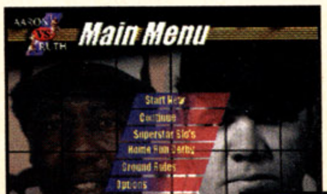
FIRST LOOK

Aaron vs. Ruth: All-Time Superstars Baseball

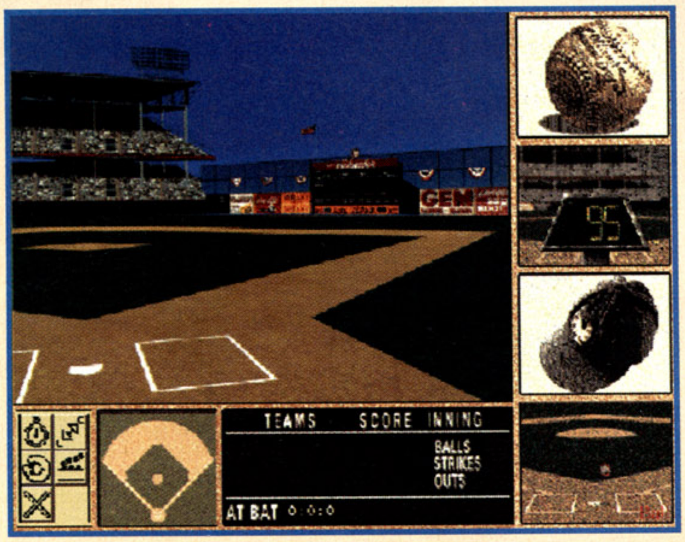
PlayStation **PC CD**

In an intriguing twist on the way-too-crowded next-gen baseball thang, Mindscape populates the diamond with 40 heroic stars from baseball's past. That's right, you step up to the plate as greats like Babe Ruth, Hank Aaron, Ty Cobb, and Willie Mays, or you can create custom players. Graphically, Mindscape's striving to preserve the game's historical feel, so you'll find nifty old-fashioned uniforms and stadiums. But some new-fangled motion-capture techniques should imbue the players with lifelike movements, which Mindscape plans to tailor to each player's real-life style. Cool idea, but the fun is all in the gameplay – in the coming months we'll clue you in on how this rookie fares in the Show.—*Air Hendrix*

Aaron vs Ruth



Aaron vs Ruth
Starting Lineup



Developed and published by Mindscape Sports Authority
Available October

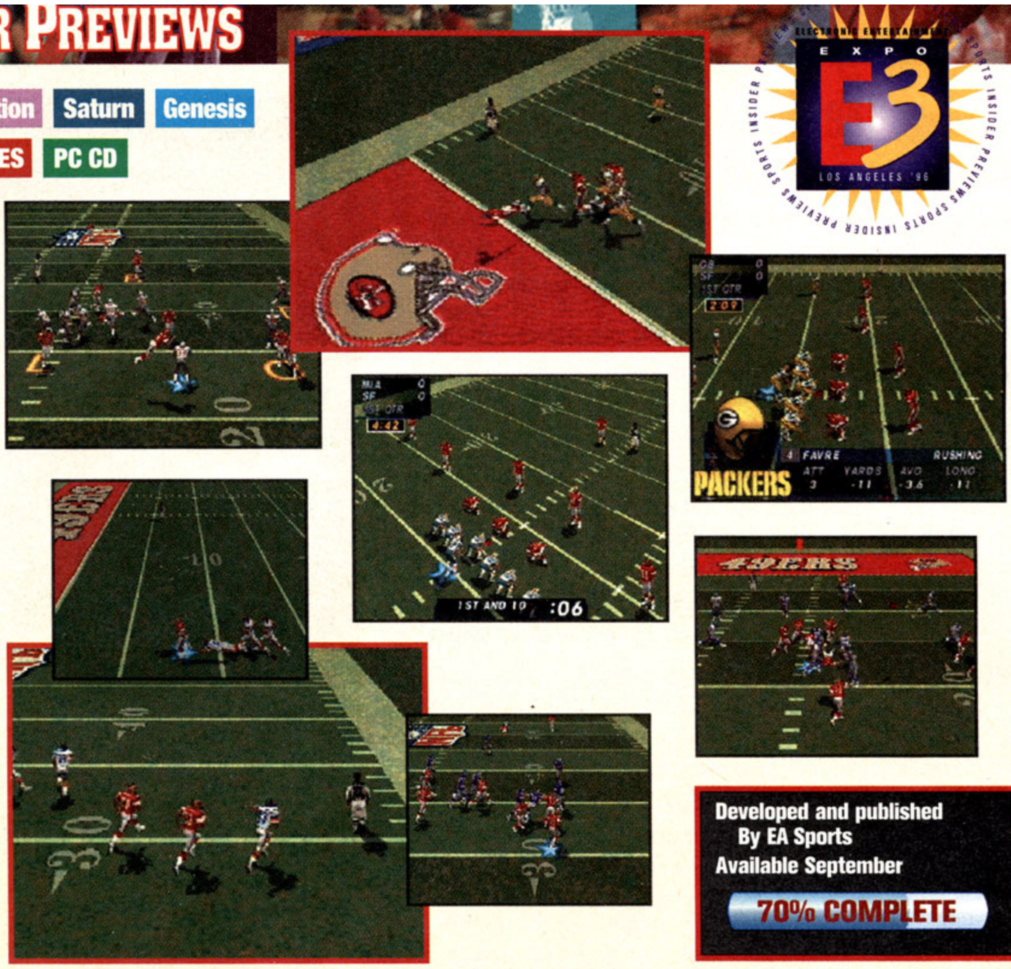
40% COMPLETE

Madden '97

HANDS-ON

PlayStation Saturn Genesis Super NES PC CD

The undisputed champion of 16-bit football is ready to kick off on the 32-bit systems! In the time since last year's embarrassing cancellation of Madden '96 (see "ProNews," March), EA Sports has been jamming on some impressive gridiron improvements, such as tuned-up gameplay and speed. In this early PlayStation version, things chugged along more slowly than in NFL GameDay. Still, Madden has the potential to match or best GameDay by the time EA polishes it. If you're not pumped yet, Madden's features should do the trick: 140 teams, including historical greats, all-Maddens, and more; 200 plays; situational substitutions; numbers on the jerseys; rendered versions of all the pro stadiums; completely revamped graphics; and nine touchdown celebrations.—*Air Hendrix*



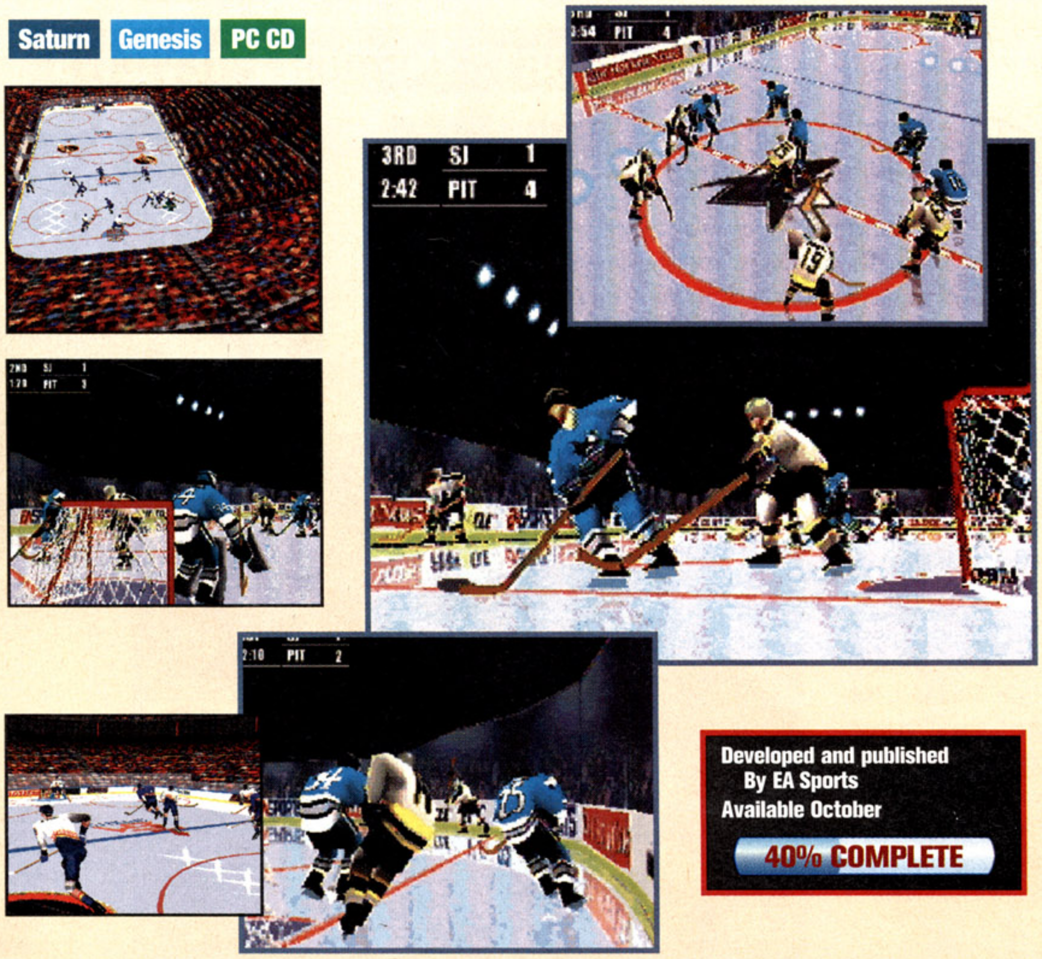
Developed and published By EA Sports
Available September
70% COMPLETE

NHL '97

HANDS-ON

PlayStation Saturn Genesis PC CD

EA Sports also crushed hockey fans by booting NHL '96 into the 32-bit penalty box, but like Madden '97, NHL '97 sparkles with undeniable potential. For its 32-bit debut, NHL hits the ice with top-notch features like all the NHL teams, all-star teams, and all-EA teams; real-life masks on every goalie; coaching strategies that let you tune your defensive and offensive approach from the ice; several new checks; sweet motion-captured polygonal graphics; and signature moves for star players. In this early, unfinished PlayStation version, the A.I. hadn't been tuned at all, but it's clear that EA's augmenting NHL's traditionally ferocious arcade pace with solid sim elements. The realistic stick handling, for instance, so far poses a tough but enjoyable challenge.—*Air Hendrix*



Developed and published By EA Sports
Available October
40% COMPLETE

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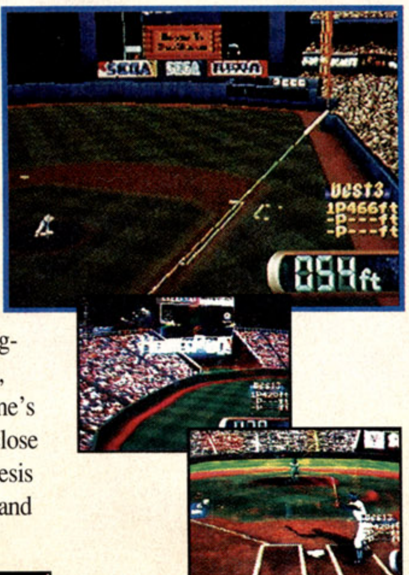
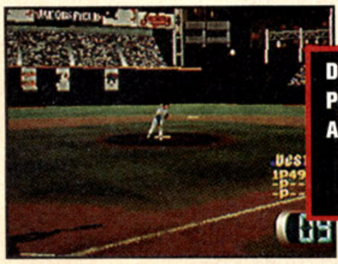
World Series Baseball II

Saturn

Everybody's favorite baseball game returns to the Saturn for more fast-paced, arcade-style slugfest action. As in the previous version, you'll dash onto the diamond with all the major-league players and teams, but this time you'll find rendered versions of all 28 big-league stadiums as well. And, correcting one of the first game's foolish flaws, the classic up-close big-batter view from the Genesis games returns, as do injuries and drafts.—*Air Hendrix*





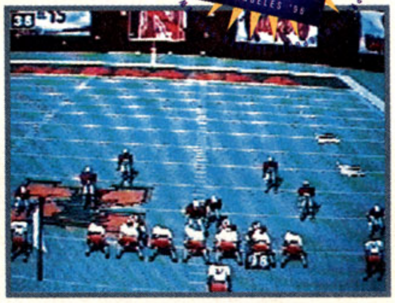
Developed by Sega of Japan
Published by Sega Sports
Available September

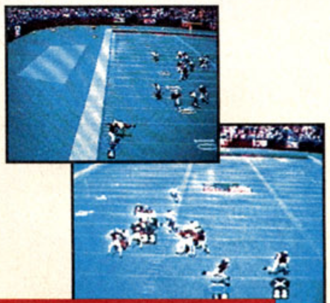
20% COMPLETE

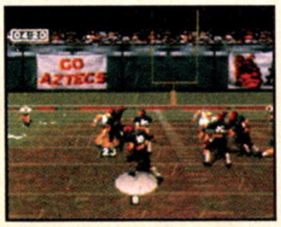
NCAA GameBreaker

PlayStation

Based on the NFL GameDay engine, NCAA GameBreaker rockets down the college field at a faster clip than GameDay. And it has the moves to back up its speed: star players who make or "break" a game, laterals, all 110 Division I-A teams, a slew of Division I-AA teams, all ten conferences, and bowl games. Fight songs pace the action in rendered 3D stadiums filled with motion-captured players. Looks like a Rose Bowl contender....
—*Air Hendrix*







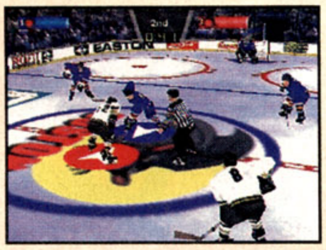
Developed and published by
Sony Computer Entertainment
Available Third Quarter '96

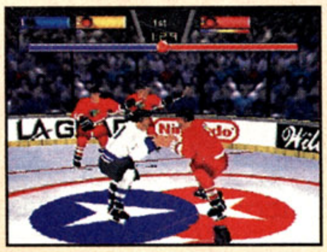
50% COMPLETE

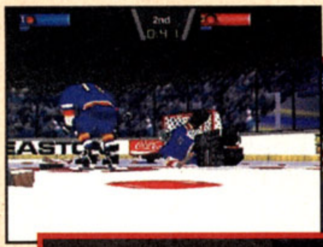
Wayne Gretzky 3D Hockey

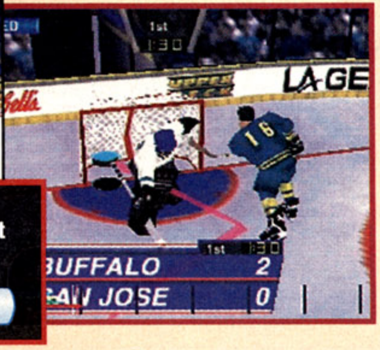
Nintendo 64

As the first Nintendo 64 sports game, Gretzky Hockey blazes down the 64-bit ice with arcade-style three-on-three (plus a goalie) puck-pokin' action. Although Gretzky headlines the game, you'll find all the real NHL players, and Williams promises to include all the checks, shots, and passes you'd want. The 3D graphics sport a rendered texture-mapped look that's modeled on the movements of pro hockey players.—*Air Hendrix*









Developed and published
By Williams Entertainment
Available September

50% COMPLETE

E3 Sports Round-Up

The show floor was packed with tons of sneak peeks at other sports games. Here's a quick rundown on some of the sports action heading your way in the coming months.

NFL GameDay '97

Sony announced **NFL GameDay '97** and **NHL Faceoff '97** for the PlayStation late this year. Konami's getting ready to hoop it up with **NBA In the Zone 2** for the PlayStation this fall. Sega's working on **Daytona Championship Edition**, **NFL '97**, and **Manx TT** for the Saturn later this year. A Genesis **World Series '96** is in the works as well, but sadly, the only change since last year is updated rosters. Weak!

In other diamond action, Crystal Dynamics' **3D Baseball** looked truly impressive – we'll have a detailed, hands-on look at it in next month's "Sports Insider Previews." On the other hand, the 32-bit versions of Virgin's **Grand Slam '96** (formerly known as The Show) didn't measure up to the stellar graphical quality of the PC version, but it was at a very early stage.

Finally, Acclaim had decent versions of **Big Hurt Baseball** and **Virtual Open Tennis** on display for Saturn and PlayStation, and VR Sports debuted **VR Pool** for the PlayStation.—*Air Hendrix*

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Olympic Summer Games
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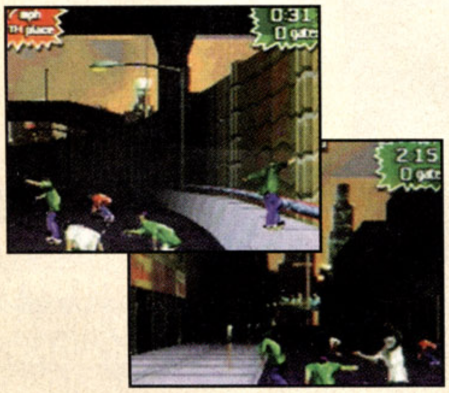
2 Xtreme

PlayStation

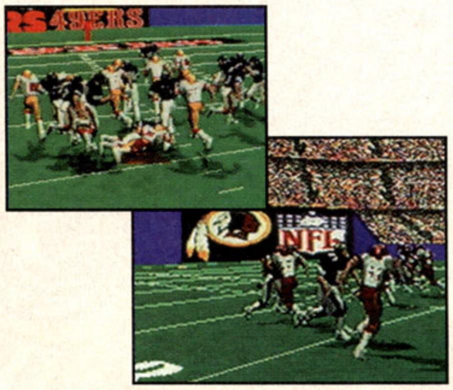
Extreme racing's back, without the ESPN name but with the same cool racing/combat action. In this edition, two players can duke it out on snowboards in Japan, skateboards in Los Angeles, inline skates in Las Vegas, and mountain bikes in Africa. Each location offers three courses of varying difficulty. Sony's also tuned up the graphics and ditched those annoying gates.—*Air Hendrix*

Developed and published by
Sony Computer Entertainment
Available Fourth Quarter '96



NFL Full Contact

PlayStation Saturn



After a delay that rivaled the wait for Madden, Konami's readying its football debut to coincide with the season's start. Designed by the original Madden Football programmer, Full Contact delivers all the NFL teams and players and an intriguing under-the-helmet perspective. Konami's promising that the A.I. will make for tough but fun action.—*Air Hendrix*

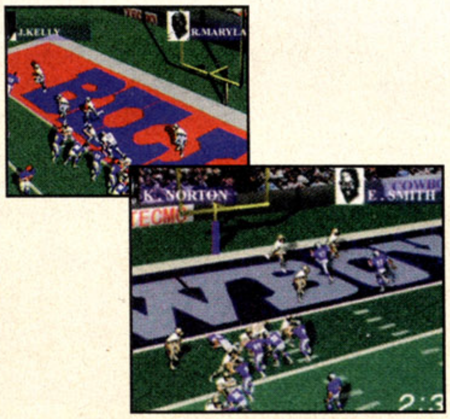
Developed by Robin Atonick
Published by Konami
Available September

Tecmo Super Bowl

PlayStation Saturn

Tecmo's going 32-bit with a new Super Bowl game with all the real NFL teams and players. You'll also find trades, the ability to create a player, a new playbook system with fresh plays, jersey numbers on the players, and weather. Super Bowl features polygonal graphics with flavor added by a color commentator and three perspectives.—*Air Hendrix*

Developed by Tecmo Interactive Studios
Published by Tecmo
Available September

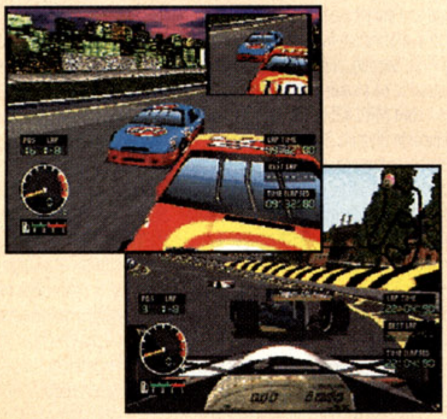


Andretti Racing '97

PlayStation

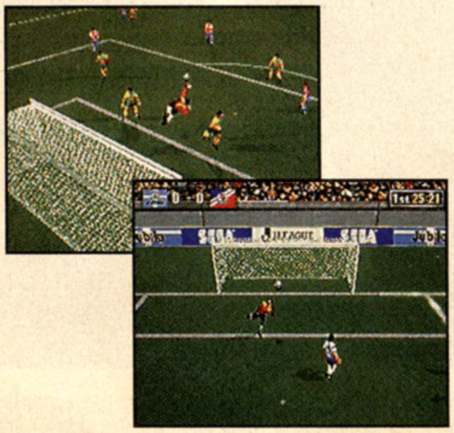
EA Sports lays rubber across the PlayStation with a new racing game that supplies both arcade-style stock-car action and more strategic Indy-car racing. You can tackle the 16 courses, which include three real-life street tracks and one real-life oval track, in Exhibition, Head-to-Head, and Career modes. Solid 3D graphics are teamed with tips and commentary from Jeff, Michael, and Mario Andretti.—*Air Hendrix*

Developed by Stormfront Studios
Published by EA Sports
Available Fall '96



Worldwide Soccer 2

Saturn



Sega's put a lot of work into its soccer title in the past year, and it shows in the enhanced graphical quality and improved speed of the game. While not groundbreaking, the sharp visuals showcase cleaner player movements and more realistic stadiums. Along with 48 international teams, you'll find new camera angles and a create-a-player option.—*Air Hendrix*

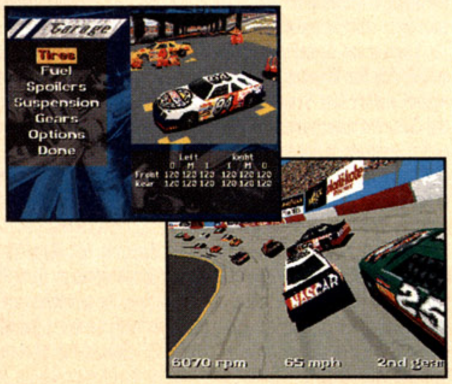
Developed by Sega of Japan
Published by Sega Sports
Available September

NASCAR Racing

PlayStation

Long a star on the PC circuit, NASCAR Racing's headed for the PlayStation. Based on the '96 season, NR offers 16 NASCAR-sanctioned tracks that reproduce the scenery and even the billboards of their real-life counterparts. The two fantasy tracks pose tough challenges with high, tight turns. The Arcade mode should lure casual racers, and diehard fans will love the nuts-and-bolts detail of the Simulation mode.—*Air Hendrix*

Developed by Papyrus
Published by Sierra On-Line
Available Fall '96

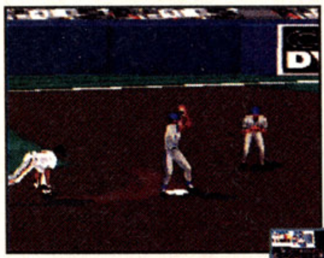
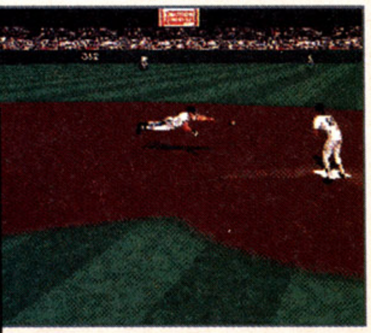
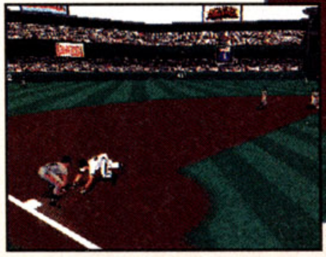
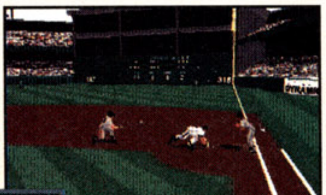
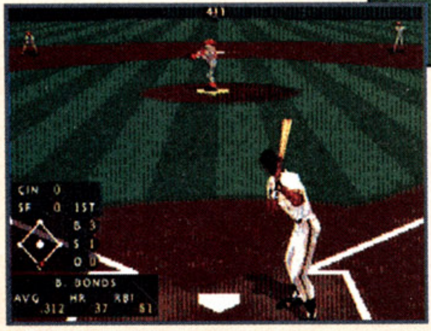


3D Baseball

PlayStation **Saturn**

The torrent of 32-bit baseball titles continues with 3D Baseball, a long-delayed but promising prospect. If you can hang till fall for a baseball game, you'll score with all the major-league players, complete stats, exhibition and pennant race modes, player trades, five views, and batting controls that let you strategically place the ball. And judging from these pix, it could be worth the wait. 3D Baseball sports 3D polygonal graphics with topnotch motion-capturing that shows off more than 50 real-life batting stances. On the sound side, announcer Van Earl Wright calls the play-by-play with more than 1000 phrases.—*Air Hendrix*

Developed and published By Crystal Dynamics
Available September
70% COMPLETE






CIN 0
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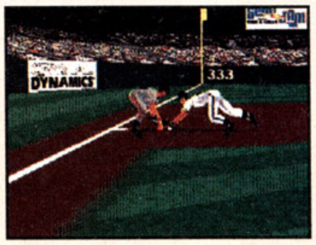
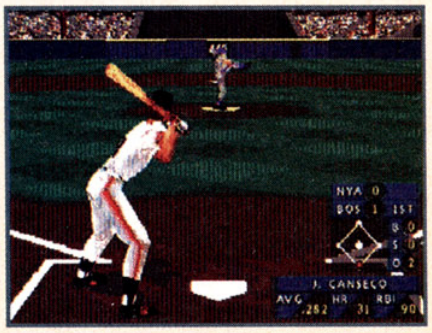
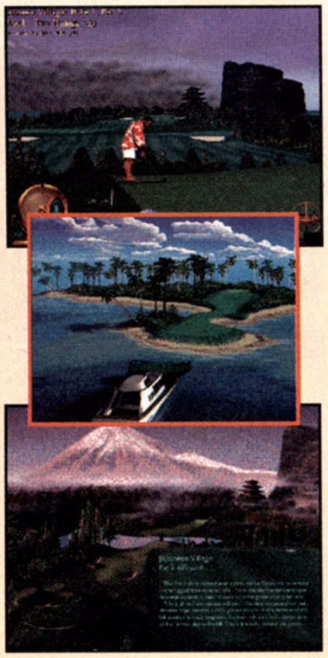
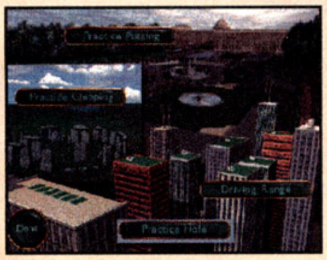
B. BONDS
AVG .312 HR 37 RBI 81

333
DYNAMICS

NYA 0
BOS 1 1ST
J. CANSECO
AVG .282 HR 31 RBI 90

Dream 18: Golf the World

PlayStation **Saturn** **PC CD**

If the joys of pro courses like Pebble Beach have waned, put on your traveling shoes. Every hole in this fantasy golf game tees off from a different outrageous location, such as the rooftops of Chicago, the lawn of Versailles, a chain of Caribbean islands, and more. But these 18 wacky holes don't involve wacky gameplay – Dream 18's complete lineup of modes, features, and hi-res graphics could make for quality golf-sim action.—*Air Hendrix*

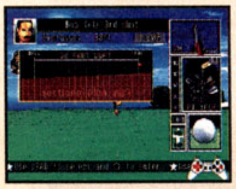
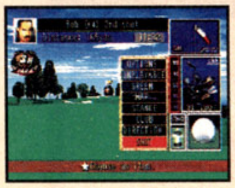
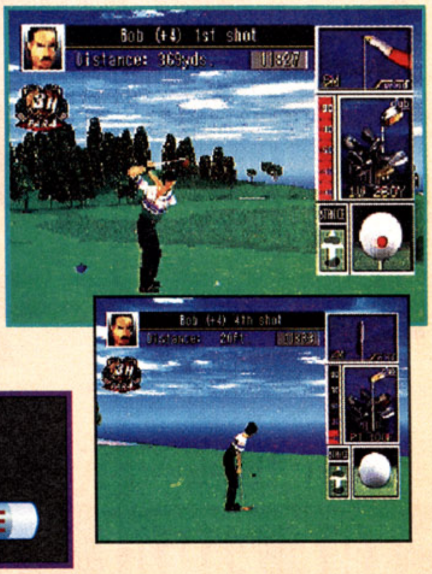
Developed and published By Mindscape
Available October
50% COMPLETE



Practice Putting
Practice Chipping
Driving Range
Practice Hole

Tecmo Great Golf

PlayStation

In its first foray on the PlayStation links, Tecmo delivers a monumental 101 courses, supplemented by all the standard golf features. This incredible variety isn't matched by topnotch gameplay (like that of PGA Tour '96) as the decent action focuses more on calculating distances than drilling tight shots. Visually, the courses in this preview version shine with an impressive 3D look that's dragged down by poor animations of the golfers and grating music. Still, the allure of 101 courses is hard to top.—*Air Hendrix*




Bob (+4) 1st shot
Distance: 363yds.
Bob (+4) 4th shot
Distance: 26ft

Developed by Seta
Published by Tecmo
Available Now
90% COMPLETE

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5 STROKE
Player 1
REST 19Y
WIND 1m
1
Par 5
510 Y

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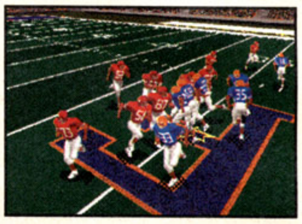
"THE FINAL ROUND"™

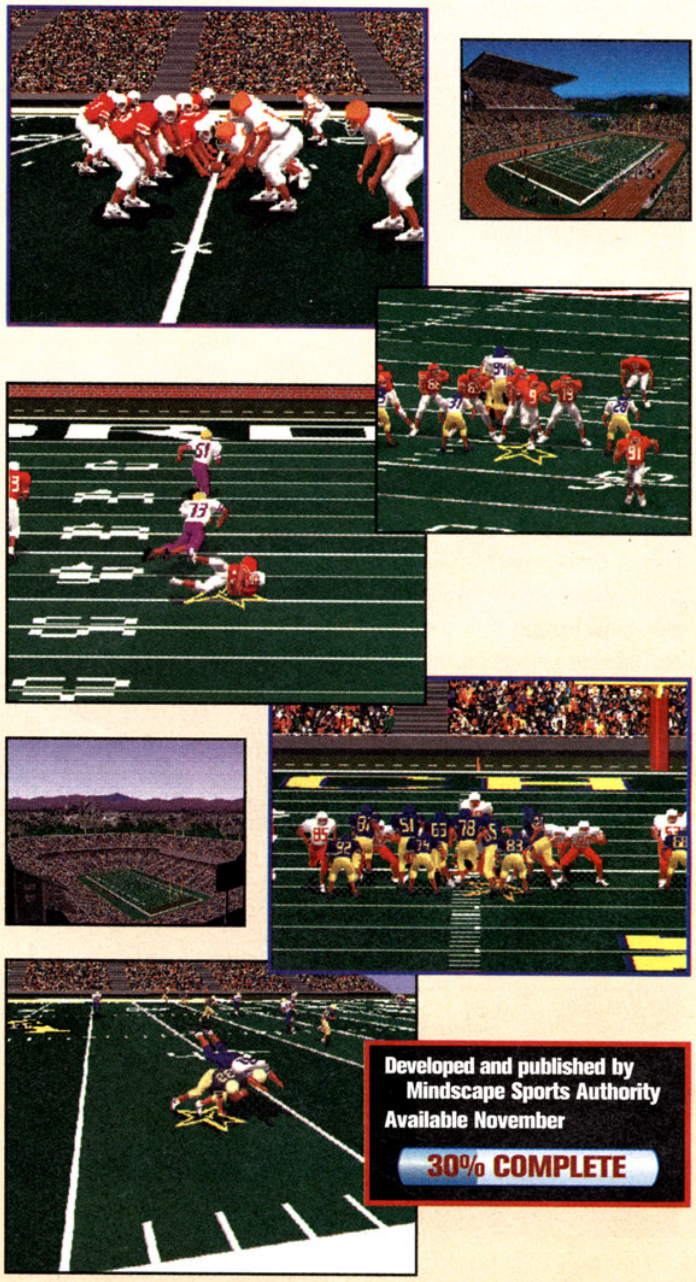
FIRST LOOK

NCAA Football: Saturday Showdown

PlayStation PC CD

Football season's around the corner, and Mindscape has college ball on its mind. Showdown kicks off with a planned 105 Division 1A teams, the ability to create teams, bowls, tournaments, a playbook that follows each school's style, and a sweet playbook editor that enables you to test-run your plays. For armchair QBs, a sim option gets you blazin' through a season so you can jump in to play only the games you're interested in. As the players charge through 16 3D stadiums, you'll see the numbers on their backs and hear fight songs to spur you on.—*Air Hendrix*





Developed and published by Mindscape Sports Authority
Available November

30% COMPLETE

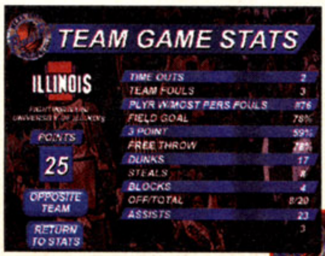
FIRST LOOK

NCAA Basketball: Final Four '97

PlayStation PC CD

ELECTRONIC ENTERTAINMENT EXPO E3 LOS ANGELES '96 SPORTS INSIDER PREVIEWS

And when it's time to hoop it up around campus, Mindscape's dribbling your way with Final Four '97. The arcade-style action is backed by offensive and defensive plays with the intention of achieving a fun, realistic style of gameplay. The 3D players sport strong, real-life details and motion-captured movements, and a 3D camera enables you to scope out the court. On the sound side, the action is paced by collegiate crowd sounds, songs, and cheers. As more details emerge, we'll fill you in, but college-hoops junkies will be delighted to finally find another outlet besides College Slam.—*Air Hendrix*



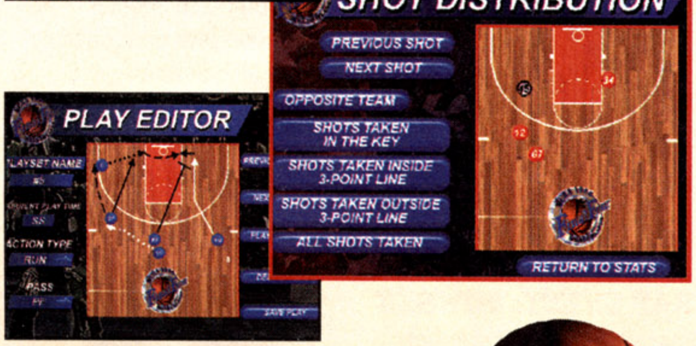
TEAM GAME STATS

ILLINOIS

TIME OUTS	2
TEAM FOULS	3
PLYR W/MOST PERS FOULS	#76
FIELD GOAL	78%
3 POINT	59%
FREE THROW	78%
DUNKS	17
STEALS	8
BLOCKS	4
OFF/TOTAL	8/20
ASSISTS	23
	3

POINTS 25

OPPOSITE TEAM
RETURN TO STATS



SHOT DISTRIBUTION

PREVIOUS SHOT
NEXT SHOT
OPPOSITE TEAM
SHOTS TAKEN IN THE KEY
SHOTS TAKEN INSIDE 3-POINT LINE
SHOTS TAKEN OUTSIDE 3-POINT LINE
ALL SHOTS TAKEN
RETURN TO STATS
34
12
67

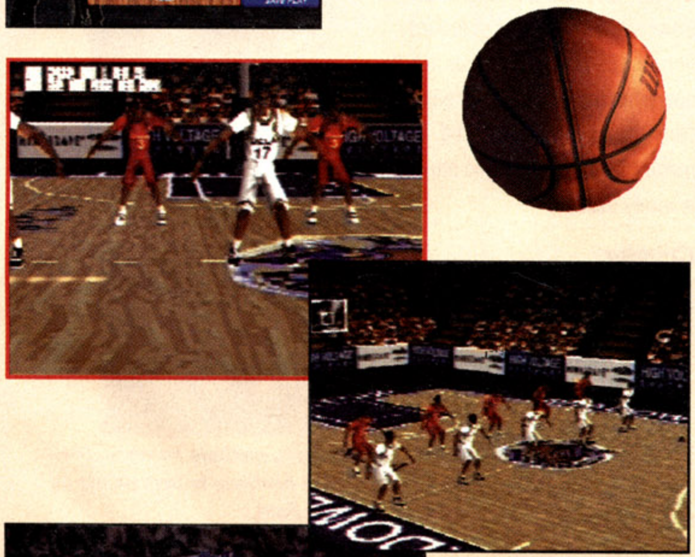
PLAY EDITOR

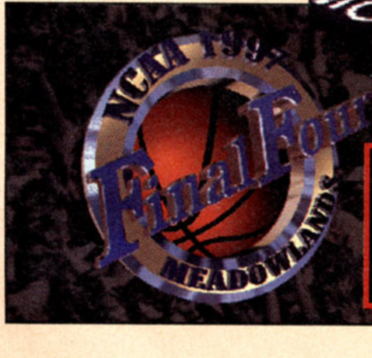
LAYSET NAME: #5

RUN

PASS

SAVE PLAY





NCAA 1997
Final Four
MEADOWLANDS

Developed and published by Mindscape Sports Authority
Available November

30% COMPLETE

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36°
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TIME 19
PLAYER1

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9.14
9.73
8.49
7.64
7.59
PLAYER1
COM2
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COM4

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QUALIFY 16.00M
TIME 20
PLAYER1

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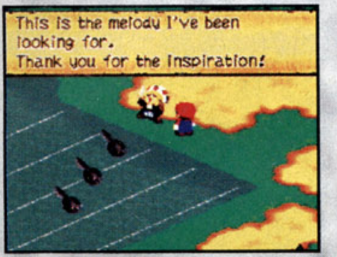
ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • AUGUST '96

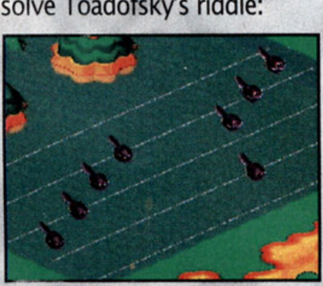
SUPER MARIO RPG: THE END

The last installment of the mega RPG, Super Mario RPG: Legend of the Seven Stars is here! In this walkthrough, we take you to the last four stars!

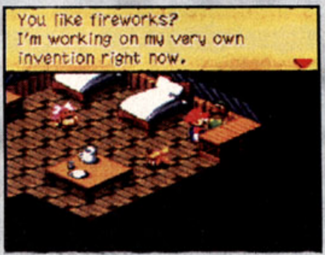
By Sir Scary Larry


This is the melody I've been looking for.
Thank you for the inspiration!

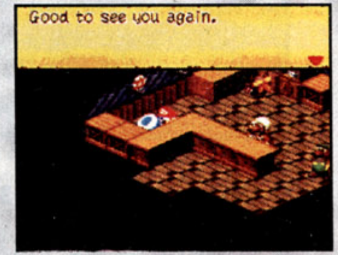
Go back to Tadpole Pond and solve Toadofsky's riddle:



You'll be rewarded with the Alto Card!


You like fireworks?
I'm working on my very own invention right now.

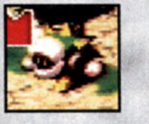
Return to Mole Village and seek out Papa Mole, who's making fireworks. Buy one from him for 500 coins. Now go to the Pur-Tend Store and trade for the Shiny Stone.


Good to see you again.

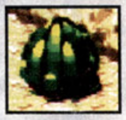
Go to the item shop and purchase the Lucky Jewel. This allows you to get the "Lucky!" icon in any fight.

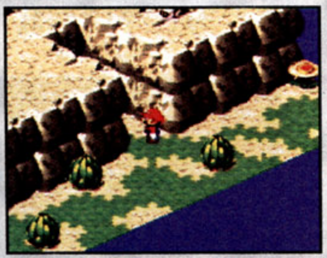
Now it's off to Booster Pass, where you face:

Spikester

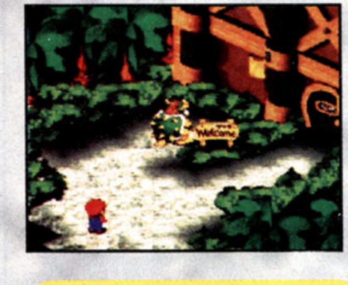


Artichoker





While in the first part of Booster Pass, go into this alley and hit the switch to knock off the Spikesters.

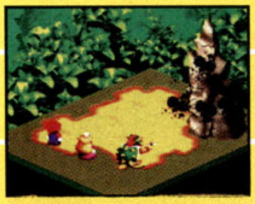


When you reach Booster Tower, you pick up a powerful new ally: Bowser!

RAP SHEET: BOWSER

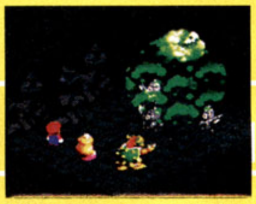
Bowser's a strong but stubborn fighter. His physical attacks are powerful, but his magic attacks (like Poison Gas) are limited. Terrorize (his inherent magic attack) is rarely used.

Crusher



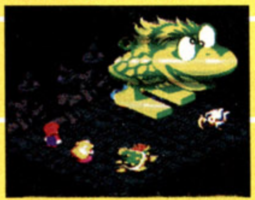
Hit Y prior to contact. Affects one enemy only.

Poison Gas



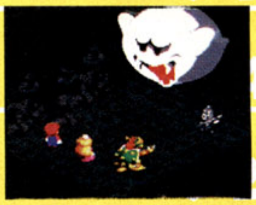
Poisons multiple enemies. Enemies continue to lose points as they fight.

Bowser Crush



Attacks multiple enemies.

Terrorize

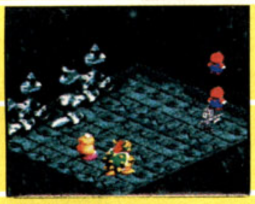


Scares away certain enemies.

RAP SHEET: MARIO

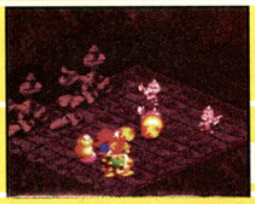
The World's Most Dangerous Plumber, Mario, has solid magic attacks, but it's his double-hit weapons that do tons of damage.

Jump



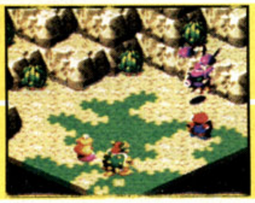
Hit Y just before you land on an enemy to inflict more damage. You can't jump on spiked enemies. Affects one enemy at a time.

Fire Orb



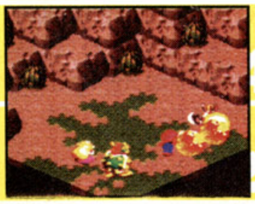
Good against weaker enemies. Affects only one enemy at a time.

Super Jump



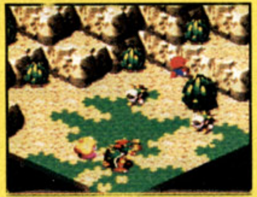
More powerful than the regular Jump. Affects one enemy.

Super Flame



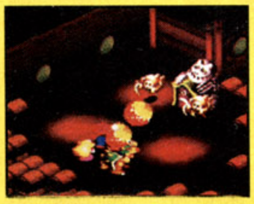
More powerful version of the Fire Orb.

Ultra Jump



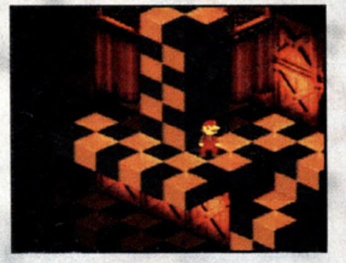
The strongest jump available; really does some damage.

Ultra Flame



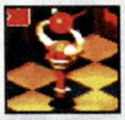
The strongest flame, it affects multiple enemies.

Booster's Tower

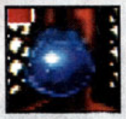


Now you get your chance to invade Booster's Palace! Once inside, be on the lookout for strange and mysterious things like these:

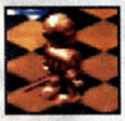
Orb User



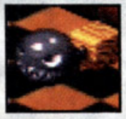
Fireball



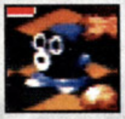
Remo Con



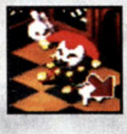
Chomp

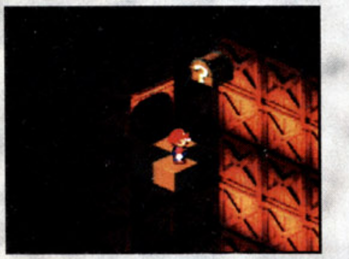


Spookum

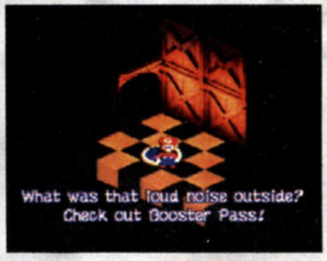


Jester



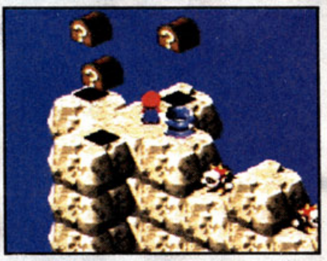


One of the best things in the palace, however, is the item in this box on the second floor. To access this box, jump on the catapult below. You get the Masher for Mario, one of the best weapons he'll possess in a while.

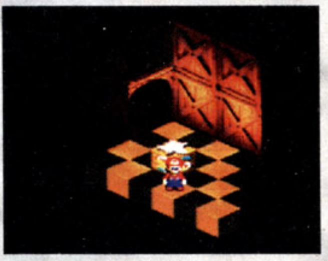


What was that loud noise outside?
Check out Booster Pass!

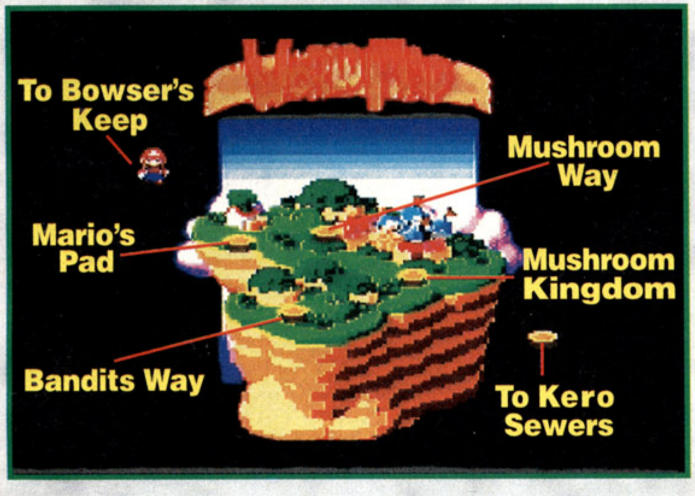
Hit this switch, then return to Booster Pass and check out the path that opened up.

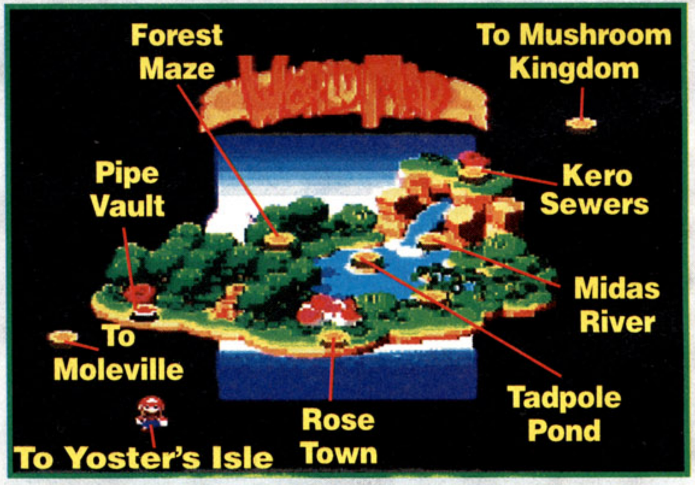


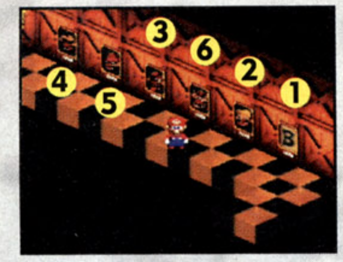
There's a ton of goodies at the end of the path.



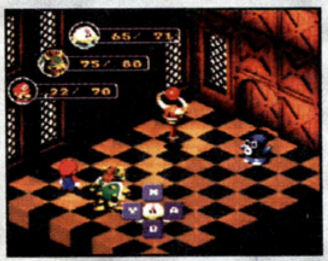
Go back into Booster's Palace, and backtrack until you get to this save point. Save, then move on to the next room, which is the Gallery Room.


World Map
To Bowser's Keep
Mushroom Way
Mario's Pad
Mushroom Kingdom
Bandits Way
To Kero Sewers

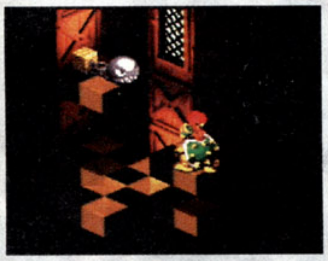

Forest Maze
World Map
To Mushroom Kingdom
Pipe Vault
Kero Sewers
Midas River
To Moleville
Tadpole Pond
Rose Town
To Yoster's Isle



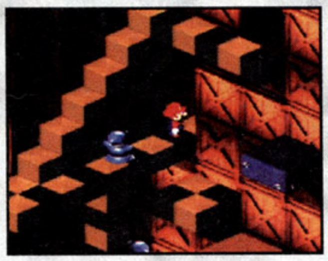
Arrange the pictures in this order, then grab the key.



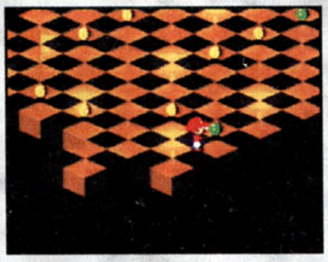
If you're caught, use this strategy: Always let Bowser fight the Orb, while Mario and your other character fight the rest of the enemies.



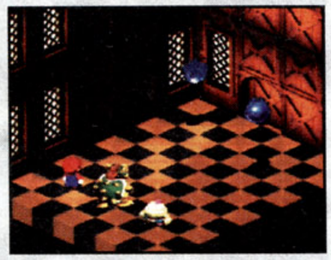
Go into the locked room, using the key you won at the gallery, and get the Chomp for Bowser. Another powerful weapon for your group!



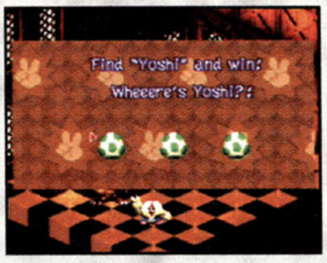
Check out this hidden corner for a Frog Coin.



As you progress higher into the tower, you find a room with tiled floors. Stay on the tan tiles, and grab all the coins (especially the hard-to-find Frog Coins).

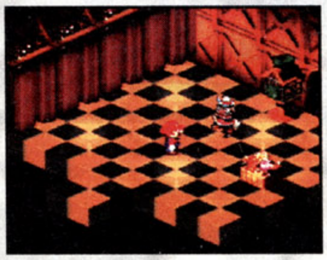


If you have to fight, use Mallow's Cymbals and Mario's Masher. Regular hits should quickly do in these enemies.



Find "Yoshi" and win:
Wheeere's Yoshi?:

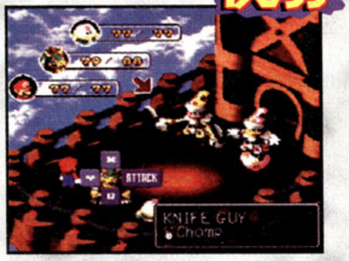
One of the benefits of all this fighting is that you almost always get a "Lucky" icon from the Fireballs.



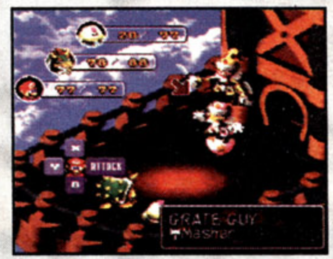
Now you're off to fight Booster. He's not terribly tough, but you should try to minimize your damage by doing him in quickly.

The GUYS!

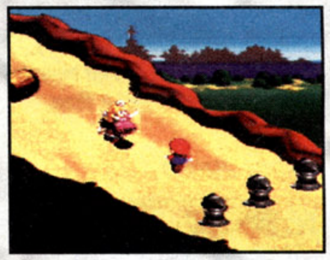
BOSS


ATTACK
KNIFE GUY
Chomp

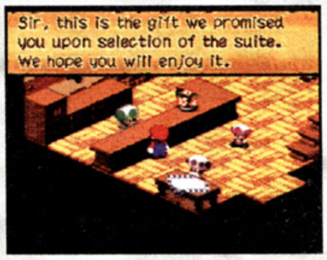
The battle isn't over yet! After Booster, you fight the real boss. He's a two-parter known as the Knife Guy and the Grate Guy.


ATTACK
GRATE GUY
Masher

Attack the one that receives the most damage (it alternates between the two). After a couple of Mushrooms, you should be able to down these guys. Use weapons, not magic.

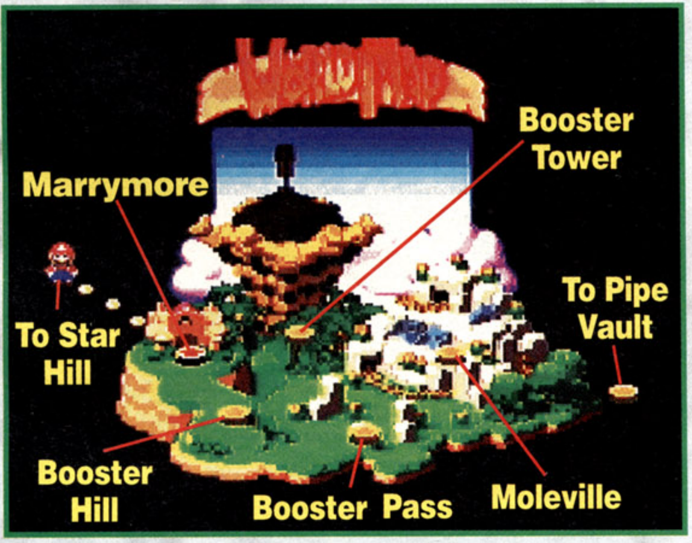


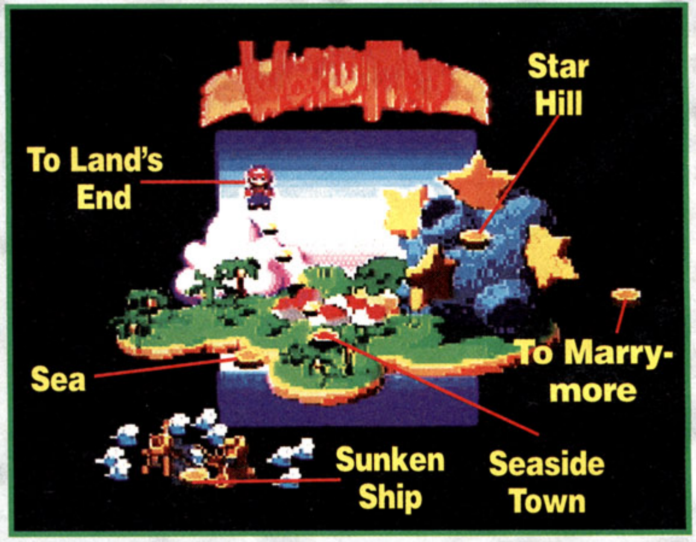
Booster takes off with Toadstool after your battle with The Guys. You must follow him and race up Booster Hill. Try to keep abreast of him by jumping on the barrels and the Snifits.



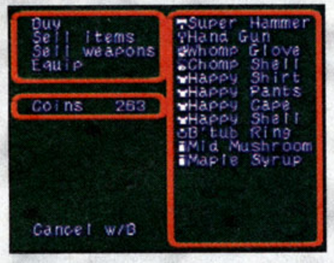
Sir, this is the gift we promised you upon selection of the suite. We hope you will enjoy it.

You eventually end up in Marrymore, the city of the...mar-


Booster Tower
Marrymore
To Pipe Vault
To Star Hill
Booster Hill
Booster Pass
Moleville


Star Hill
To Land's End
To Marrymore
Sea
Sunken Ship
Seaside Town

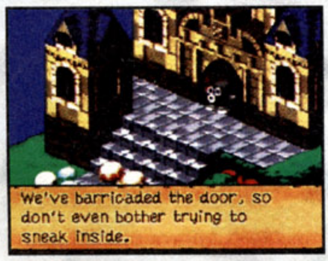
ried?!? This matrimonial little town has some interesting inhabitants. Stay at the inn, and take the Deluxe Suite for 200 coins. You're rewarded with a Flower Tab.



```
Buy                 Super Hammer
Sell items          Hand Gun
Sell weapons        Whomp Glove
Equip               Chomp Shell
                    Happy Shirt
                    Happy Pants
Coins    263        Happy Cape
                    Happy Shell
                    B'tub Ring
                    Mid Mushroom
                    Maple Syrup

Cancel w/B
```

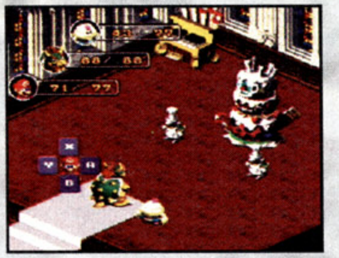
Stop at the shop to buy armor and weapons for all your characters. Don't bother with the Super Hammer or the Happy Pants, however; the Masher is more powerful than the Super Hammer, and the Happy Pants aren't as good as the Work Pants.



We've barricaded the door, so don't even bother trying to sneak inside.

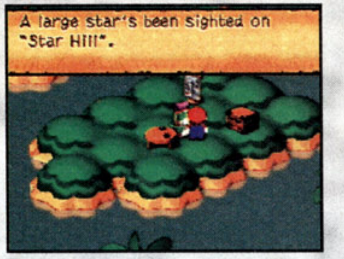
Booster's trying to elope with Toadstool, so break in to the church and stop him. Use the hidden back door.

The Icing Cometh



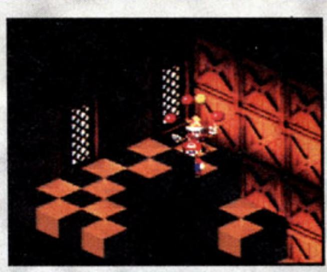
After returning all the items to the Princess (if you did it in record time, you get a kiss), you fight an unlikely enemy: Booster's wedding cake! Use the Masher and Mallow's Thunderbolt to attack the lower portion first. Bowser can do lots of good with Chomp. Forget the chefs – you can't hurt them.

Now go back to the Mushroom Kingdom and return Princess Toadstool to the Chancellor. After a long conversation, the Princess (slyly) joins your party.

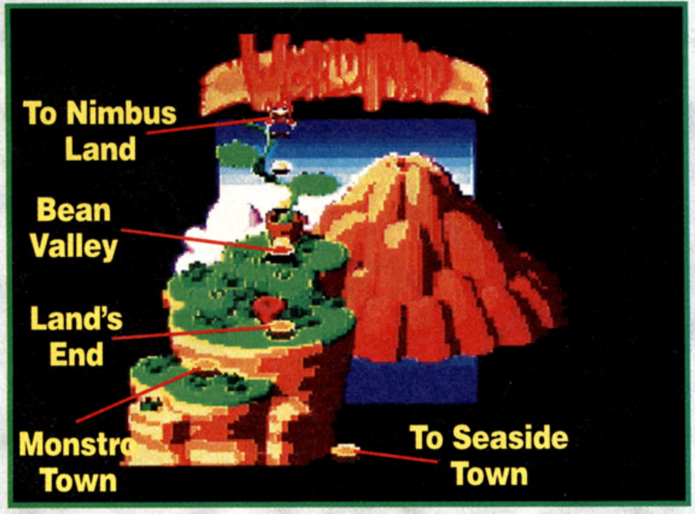


A large star's been sighted on "Star Hill".

Go back to Frogfucius, and learn all about Star Hill. He opens the road for you.



Return to Booster's Palace before you depart for Star Hill and find the previously defeated Knife Guy. He plays a game of hide-the-pea that earns you some cool items.



RAP SHEET: TOADSTOOL

Toadstool's job is to heal the party. She's good in a fight – but not as a fighter. Her Group Hug is the best multiple-character spell available.

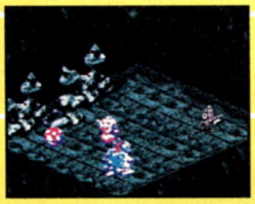
Therapy

Heals HP and Status; good on one ally only.

Come Back

Revives one ally.

Group Hug



Heals HP and status for the entire party.

Mute

Halts magic spells from enemy. Works inconsistently.

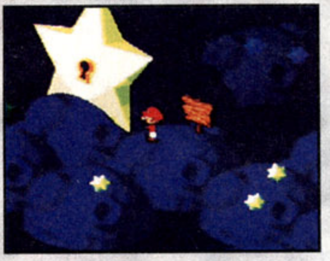
Sleepy Time

Puts enemy to sleep. Doesn't work all the time.

Psych Bomb

Throws a bomb at multiple enemies.

Star Hill



Some tough customers reside at Star Hill, including:

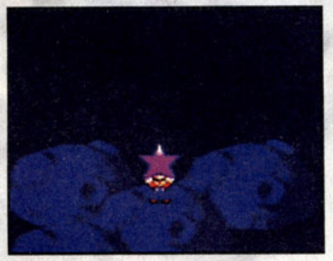
Gecko

Sackit

Mastadoom

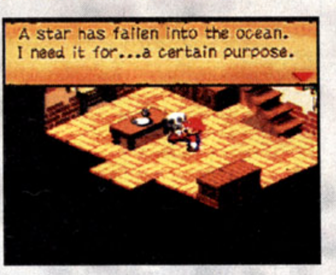
Pulsar

Mukumuku



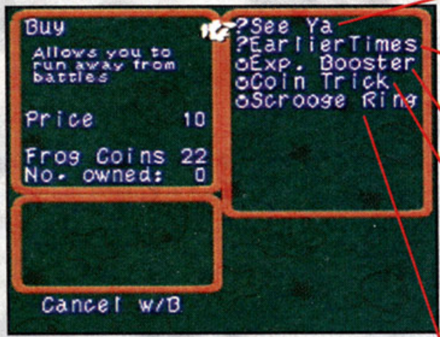
After searching around and talking to some dream stars, you find the star! Now it's off to Seaside Town!

Seaside Town



A star has fallen into the ocean.
I need it for...a certain purpose.

Look around the area, then talk to the elder in the upper left corner of town. After talking to him, go upstairs and meet someone special.



Buy
Allows you to run away from battles
Price 10
Frog Coins 22
No. owned: 0
Cancel w/B

?See Ya
?EarlierTimes
○Exp. Booster
○Coin Trick
○Scrooge Ring

Allows you to run away from battle

Starts battle over

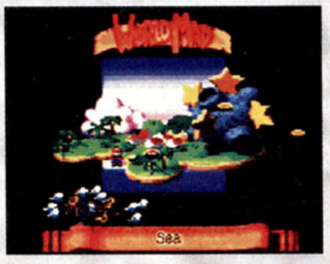
Doubles Experience when equipped

Doubles coins you win in battle

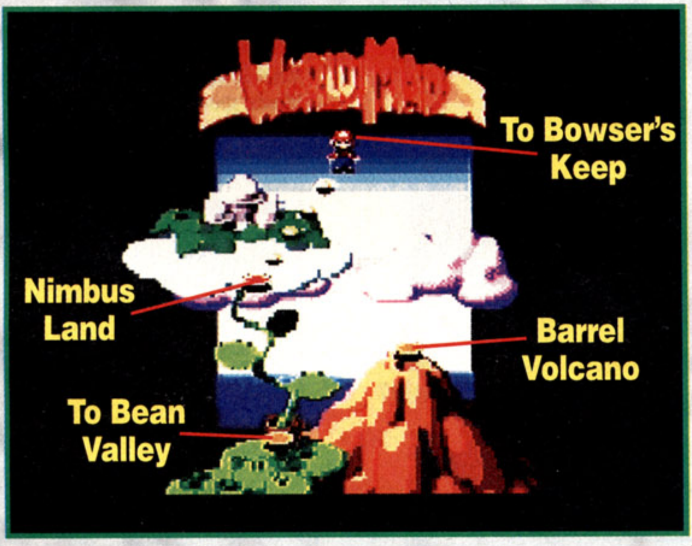
Cuts Flower Power use in half during battle

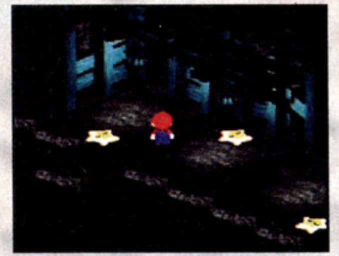
The frog you meet graduated from Tadpole Pond, and now sells some very important items.

If you don't have enough Frog Coins, you can always try your luck on the Midas River, and buy some Coins (or you can follow the Cricket Jam trick, which is later in this guide). The most important item is the Experience Ring, which allows your characters to get stronger faster.

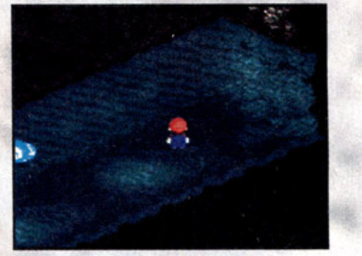


Now it's off to the sea! Take plenty of Pure Water with you.





Many of the rooms are hard to see in the murk. Try this hidden area as soon as you submerge into the ocean.



There's another hidden room just around the corner.

The Sea

In the sea, you come across some scurvy shipmates like:

Bloober

Reacher

Greaper

Zeostar

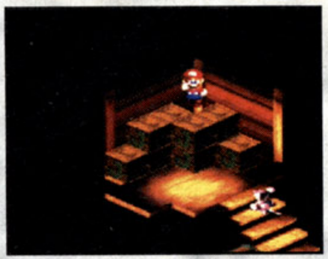
Dry Bones

Mr. Kipper

Alley Rat

Gorgon

Crusty

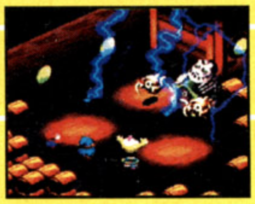


Check behind the crates for hidden items.

RAP SHEET: MALLOW

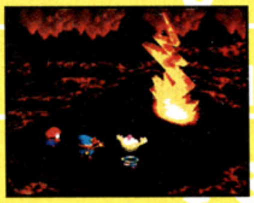
Mallow is a magic user with devastating spells. His most damaging ones are Shocker and Snowy; Snowy is helpful against a variety of enemies.

Thunderbolt



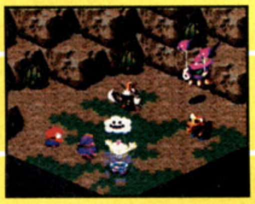
For more power, hold Y just before the bolt ends. Attacks multiple enemies.

Shocker



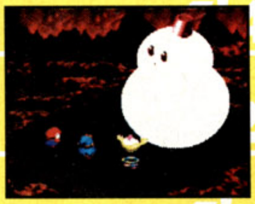
Hit Y before the bolt ends to inflict more damage. Affects one enemy.

HP Rain



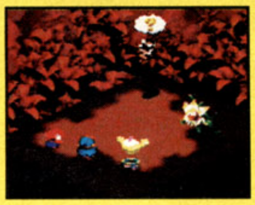
Hit Y before the shower ends for greater HP renewal.

Snowy



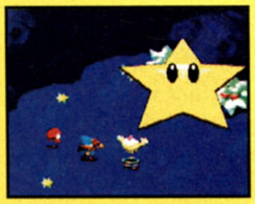
Attacks multiple enemies.

Psychopath



Allows you to ascertain enemy's HP.

Star Rain

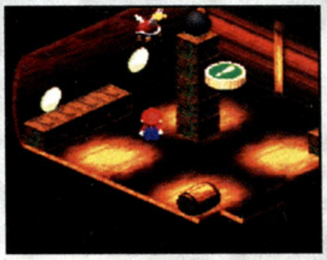


Hit Y on contact. Affects only one enemy.

The Six Clues to King Calamari

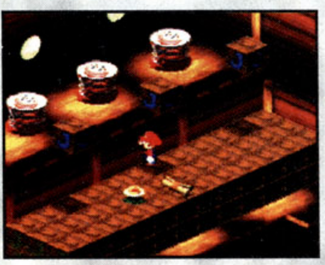
You come across five rooms, each guarded and with its own clues. Collect all five clues, and you get the password to the boss for the sea.

Room One



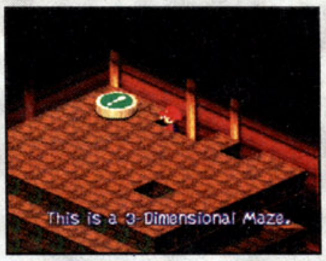
Make the Troopa drop the cannonball onto the green marker. The clue: There's an "S" in the word.

Room Two



Position trampolines so the cannonball bounces off each one, then hits the green marker. The clue: It is found on the bed of the ocean.

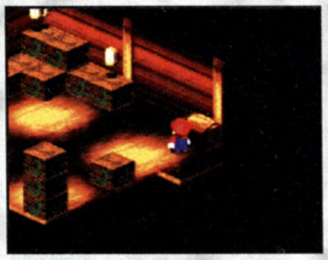
Room Three



This is a 3 Dimensional Maze.

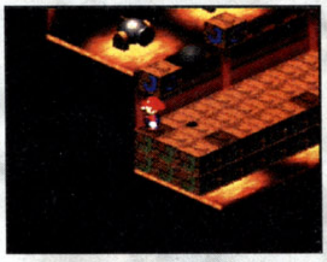
Just keep bouncing and moving, and eventually you reach the marker. The clue: It has two vowels.

Room Four

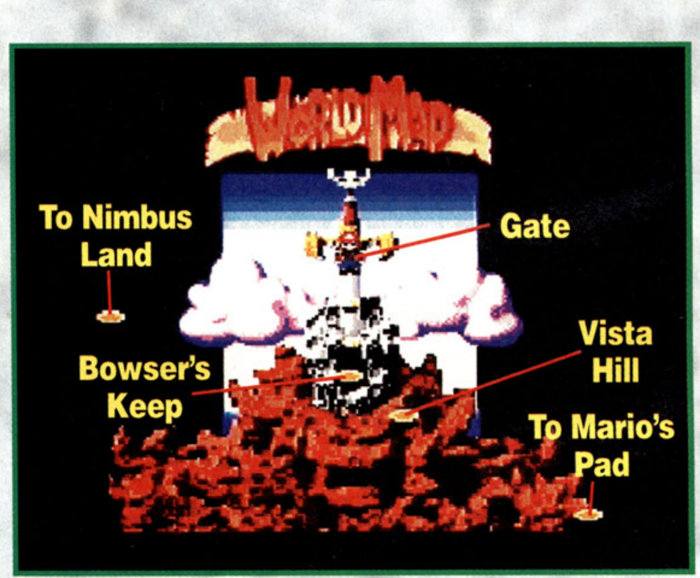


Follow the coins as they spread, but don't touch the lead coin until the end. The clue: It has four consonants.

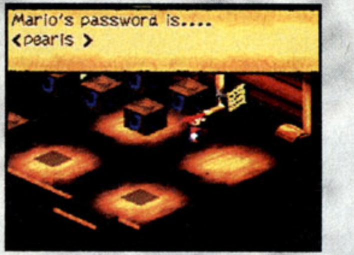
Room Five



Activate the switch, then knock the cannonball that



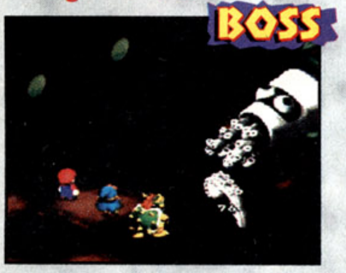
comes out so that it hits the marker (stand in the shadows when the cannonball comes out). The clue: Two consonants are side by side.



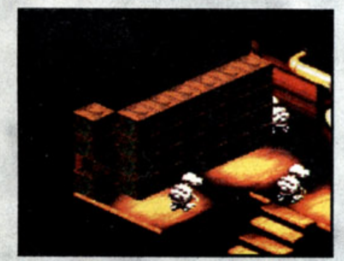
Mario's password is....
<pearls >

Still can't figure out the password is "PEARLS"? Oops...

King Calamari



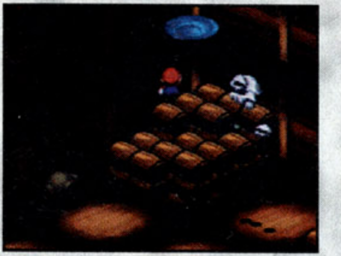
You must fight three sets of Calamari's tentacles before taking him on. Try using Mario's Super Flame and Geno's Boost. Bowser can fight with weapons.



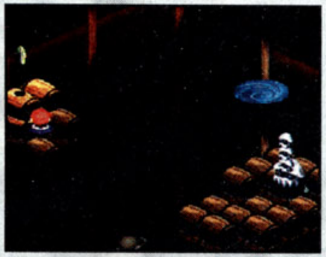
After beating Calamari, you move on to another series of rooms. Behind these stacked boxes is a door to another Frog Coin.

113/113
70/ 70
/114

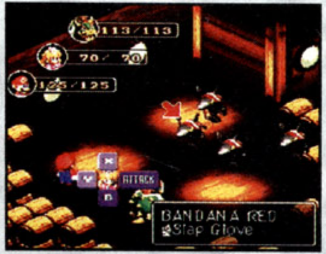
When you get to the next save point, heal the party and replace Geno with Toadstool. Save, and move ahead to the crate in front of the save point. Now you face Hidon, a tough mini-boss. Use Toadstool to heal the party between hits. For your troubles you get a Safety Badge.



Save again, then move on to the next room. Behind these barrels is a Safety Ring. Equip the Safety Badge and Safety Ring on your allies.



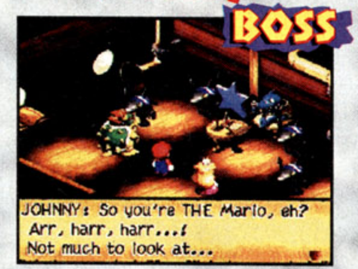
In the same pool of water, swim to the top left corner, jump up, and grab a hidden Frog Coin.



BANDANA RED
Slap Glove

Before you get to the end boss, you must fight the Bandana Red gang. Attack using Bowser's Poison Gas and Mario's Masher. Save FP for Toadstool to heal.

Here's Johnny!

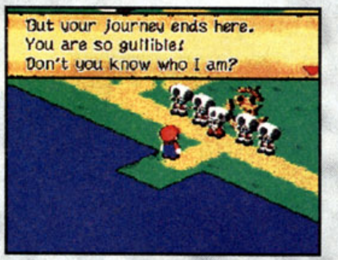


JOHNNY: So you're THE Mario, eh?
Arr, harr, harr...!
Not much to look at...

Johnny, the sharp shark boss of the undersea, is a tough fish. He has the fifth star and a large ego.

113/113
70/ 70
125/125

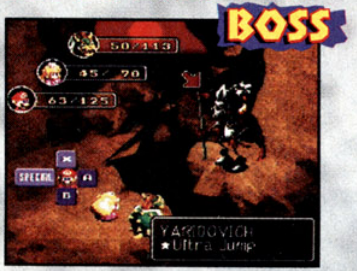
Attack Johnny using Mario and his Hammer. Bowser should attack with Poison Gas and his regular attack. Toadstool should use Group Therapy, and use Parasol slaps during battle. You'll have Johnny downed in no time.



But your journey ends here.
You are so gullible!
Don't you know who I am?

You receive your star, and it's off you go. Jump on the spring, and it's back to the Seaside Town. A pack of tough guys ask for the star. Give it to them, heal your party, and take Bowser, Mario, and Toadstool. Equip them with the Safety Badge and Safety Ring, and stock up on Pick Me Ups and Maple Syrup.

Life's a Yardovich!

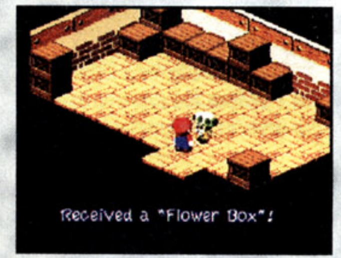


YARDOVICH
★Ultra Jump

Follow the gang out of town, and you find that the gang has been transformed into – Yardovich! He comes after you with mean, injury-inducing attacks like the Water Blast.

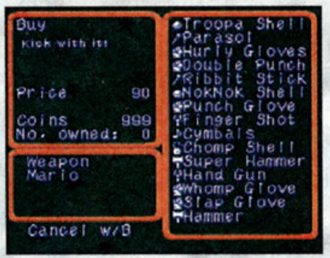
113/113
70/ 70
125/125

Eventually, Yardovich splits into two. Attack the one that takes more damage until he rejoins. After a while, he runs out of FPs! Forget using magic against him; instead, nail him with regular attacks only. Heal often with Toadstool. You must also remember to protect Toadstool, who is vulnerable to serious injury.



Received a "Flower Box"!

Go back to town after you defeat Yardovich and regain the Star. Talk to the citizens, who are overjoyed to be free of Yardovich. One will even give you a Flower Box, which raises your maximum FP by 10 points.

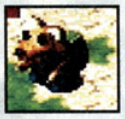

Buy
Kick with it!
Price 90
Coins 999
No. owned: 0
Weapon
Mario
Cancel w/B
Troopa Shell
Parasol
Hurly Gloves
Double Punch
Ribbit Stick
NokNok Shell
Punch Glove
Finger Shot
Cymbals
Chomp Shell
Super Hammer
Hand Gun
Whomp Glove
Slap Glove
Hammer

Remember to buy weapons for your party members at the newly opened armor shop.

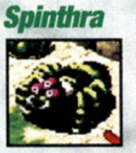
World Map
Land's End

Now it's off to Land's End, where you face:

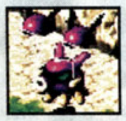
Chow



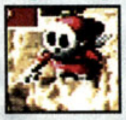
Spinthra



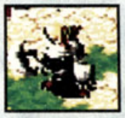
Octovader



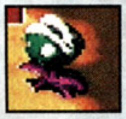
Shy Away



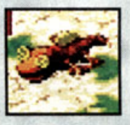
Shogun



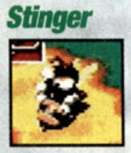
Chewy



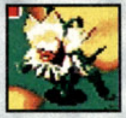
Geekit

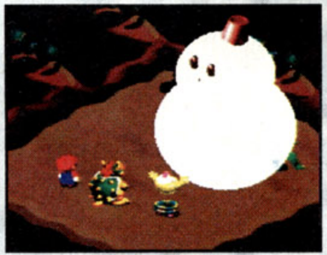


Stinger

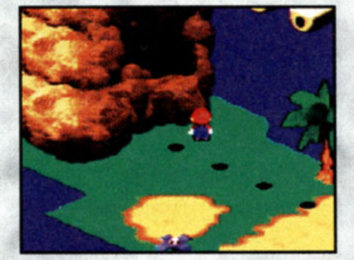


Fink Flower

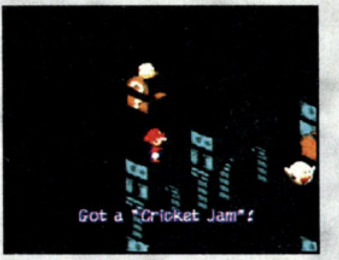




Before proceeding far into Land's End (and before you reach the sand whirlpools), be sure Mallow has at least the Snowy spell. This helps eliminate the Shoguns that guard the way to Monstro Town.

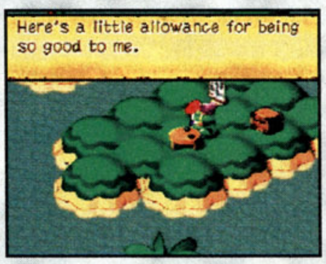


Before you go to the whirlpools, jump off the bridge in Land's End. If you go up, you'll see a cave. Jump in and follow the path until you get to the next jumper.



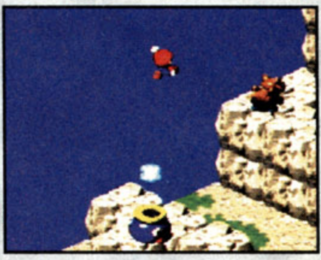
Got a "Cricket Jam"!

Jump on, and you're transported to a level in the Kero Sewers. Go left and jump to release the Cricket Jam from the treasure chest.

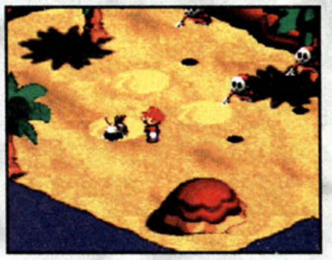


Here's a little allowance for being so good to me.

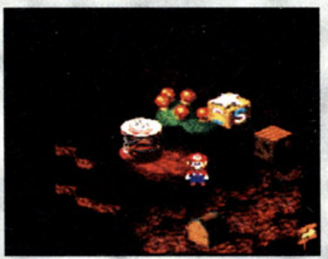
Now jump into the nearest pipe, and after a short trip down the Midas River, take the Jam to Frogfucius. He rewards you handsomely with 10 Frog Coins!



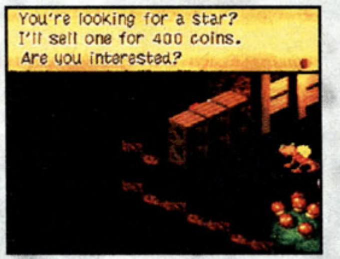
Head back to Land's End. Having trouble negotiating the cannons? Try simultaneously tapping Down-Toward and Button B.



Now proceed to the bridge again, cross it, and head for the sand whirlpools. Take on the Shoguns and head down each whirlpool formerly occupied by the Shoguns. You end up in a cave.



First order: Save! Second, pop the Invincibility Star out of the chest and wipe out as many enemies as possible. Coupled with the Experience Ring, you should be able to move quickly up the ladder.



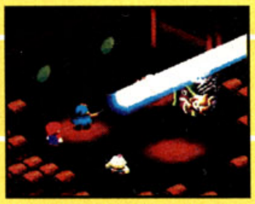
You're looking for a star?
I'll sell one for 400 coins.
Are you interested?

You see a group of Geckits and

RAP SHEET: GENO

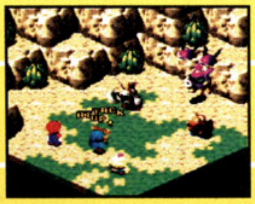
Geno's Star Power is useful against the bosses. His Geno Whirl delivers a critical hit in times of need.

Geno Beam



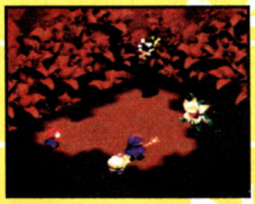
Hold Y just before the beam discharges for an extra burst of power. Hurts one enemy.

Geno Boost



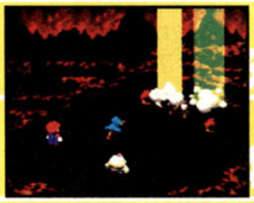
Press Y just before the spell ends for an exta boost to your Attack Power.

Geno Whirl



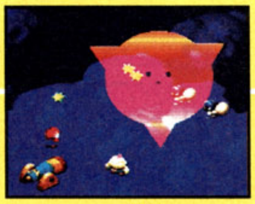
Press Y prior to contact for a large hit! One enemy affected.

Geno Blast



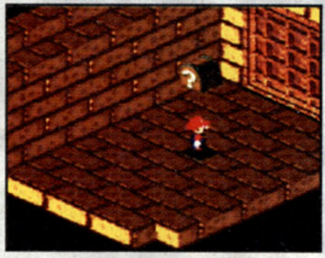
Damages multiple enemies.

Geno Flash

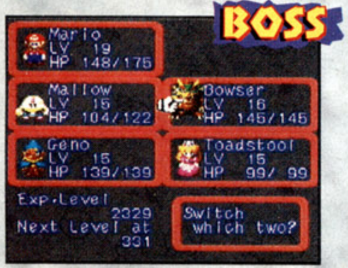


Damages multiple enemies.

a stack of crates. Behind the crates is a merchant selling Invincibility Stars. Buy some, and plow through the enemies again! More level-up opportunities!



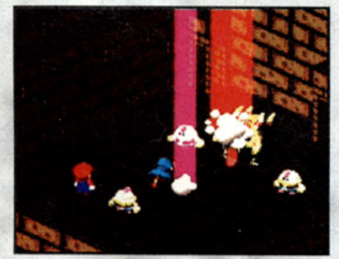
After fighting the three Chows before you reach this door, you're transported to an area with an elevator. With the right fortune, you find the elevator that leads to:



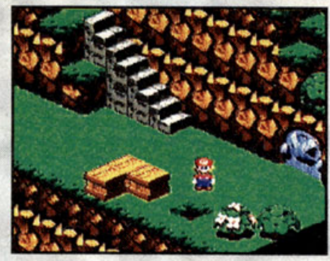
```
Mario
LV  19
HP  148/175
Mallow              Bowser
LV  15              LV  16
HP  104/122         HP  145/145
Geno                Toadstool
LV  15              LV  15
HP  139/139         HP   99/ 99
Exp.Level
            2329    Switch
Next Level at        which two?
             331
```

Begin the Belome

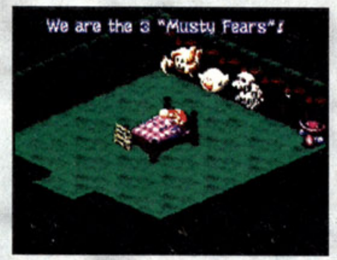
Before the elevator, switch to Mario, Mallow, and Geno.



Belome will swallow an ally, then clone him to fight against you. Use Geno's Blast, Mario's Ultra Flame, and Mallow's Snowy.

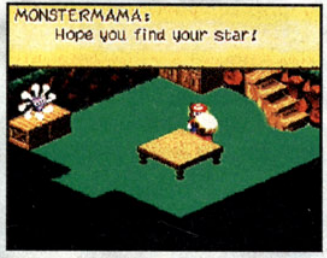


After defeating Belome (for the second time), you're off to Monstro Town! Look for the pit in the lower right corner, and jump in. Save your game.



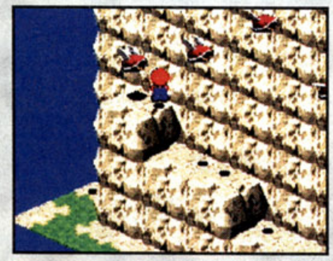
We are the 3 "Musty Fears"!

If you sleep in the room provided, you'll be visited by the Three Musty Fears. They've hidden flags around the whole kingdom, and if you find them you'll be rewarded. The flags are 1) behind a wooden flower; 2) under a green bed; and 3) between an "O" and an "A."



MONSTERMAMA:
Hope you find your star!

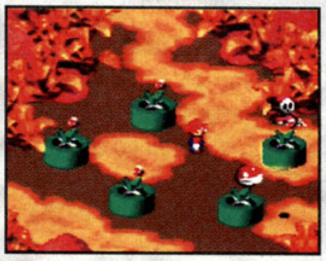
Talk to Monstermama. She summons Sky Troopas to open a path over the rock wall.



To make your way to the wall, you can just exit Monstro Town, then start at Land's End and work your way up to the sand whirlpools. At the whirlpools, look for an exit in the upper right corner.

Bean Valley

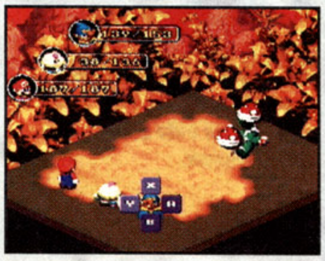
Now it's away to Bean Valley!



Bean Valley is an intricate melange of pipes and treasure chests. You can search everywhere for items, but eventually you end up here. A Sniffit is watering Piranha Plants, and you must fight each one to get what's hidden inside.

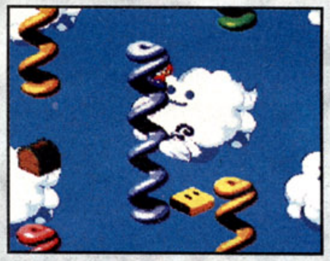
Fautso and Box Boy

Probably the deadliest duo in the game, Box Boy starts off innocently, but soon unleashes deadly spells like Boulder and Scream – along with a sidekick named Fautso. Fautso's specialty is to inflict an HP-draining one-shot that kills your ally immediately. Use regular attacks on Box Boy.

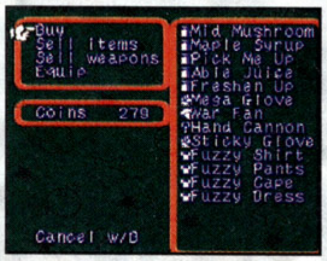


The path above the Piranha Plants leads to a mini-boss called Smilax. Take him on with regular attacks, and use Toadstool to heal. Be ready with Able Juice, because Mega Smilax uses Pollen Nap (which puts allies to sleep) or Petal Blast (which turns everyone into mushrooms).

Now that you're done with Smilax, it's off to Nimbus Land!



Remember these two tricks when climbing: Determining which way you're facing helps you to land on different vines, and climbing different vines leads to different paths.



```
Buy                  Mid Mushroom
Sell items           Maple Syrup
Sell weapons         Pick Me Up
Equip                Able Juice
                     Freshen Up
                     Mega Glove
Coins    279         War Fan
                     Hand Cannon
                     Sticky Glove
                     Fuzzy Shirt
                     Fuzzy Pants
                     Fuzzy Cape
                     Fuzzy Dress

Cancel W/B
```

When in Nimbus, purchase all the weapon and armor you can. You need them because while in Nimbus and in the castle you fight:

Birdy

Pinwheel

Heavy Troopa

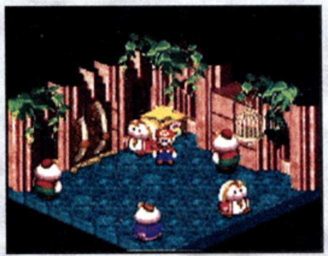
Sling Shy

Muckle

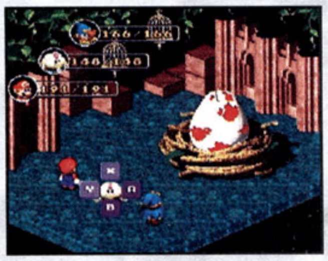
Jawful

Shaman

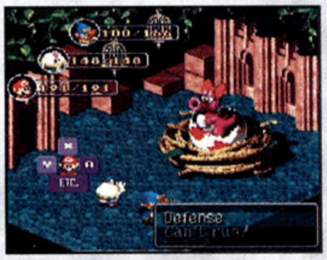
Orbison



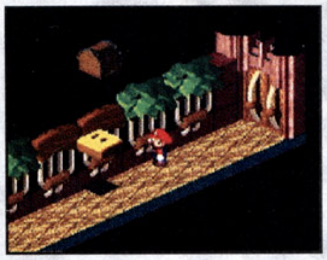
After the preliminary discovery that Mallow is a prince, and after enlisting the sculptor's help to get in the castle, you find tons of enemies, but no citizens. Deep inside the castle, however, you find this save point, and some wary Nimbians. You receive good information, a castle key, a Fower Jar, and more!



After searching some more, you face a mini-boss named Shelly. Attack the egg, and defend against any attacks. Soon the egg cracks, revealing...

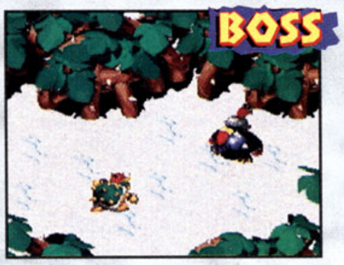


...Birdo! Fight Birdo using specials and magic. Use Mallow's HP Rain to heal and Geno's Blast to attack. Mario should use his Mega Glove for power. After defeating Birdo, follow Valentina through the castle.

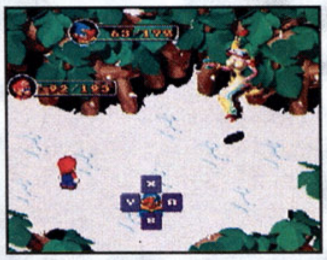


Save at the next save point, then switch to Bowser, Geno, and Mario. Fight the two guards in the hallway, then hit the hidden platform to reveal the Invincibility Star in this chest. Chase down whatever villains are left, and follow Dodo out of the castle.

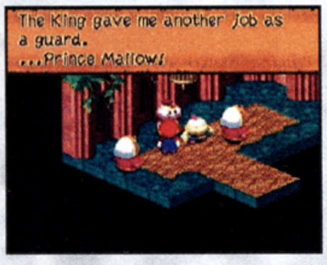
My Funny Valentina



You face Valentina, but first Dodo takes your middle player away and battles him separately (which is why you want Bowser in there). After defeating Dodo, your party regroups for the battle against Valentina and Dodo.

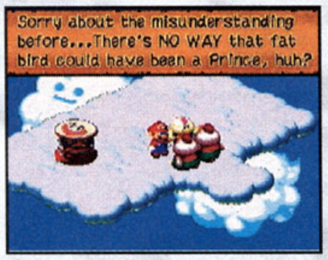


In this battle, you could just go after Valentina. Dodo flies away if you defeat her. Use Mario's Mega Glove for 200 points of damage. Use Bowser's Spiked Link and Geno's Hand Cannon, and the battle shall be yours in no time.



The King gave me another job as a guard.
...Prince Mallow!

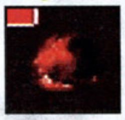
Before leaving the palace, talk to the Nimbian who gave you the palace key. He rewards you with a Flower Jar.



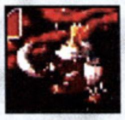
Sorry about the misunderstanding before...There's NO WAY that fat bird could have been a Prince, huh?

Now it's off to Barrel Volcano. To get there, head out the back entrance of the castle and talk to the Hot Springs guards. They let you pass. In the volcano, you'll face new versions of old enemies, like:

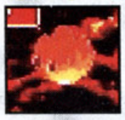
Magmus



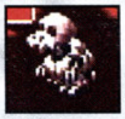
Armored Ant



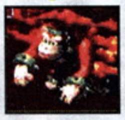
Pyrosphere



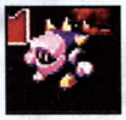
Vomer

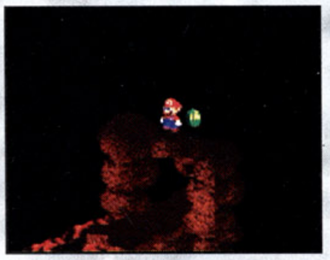


Chained Kong

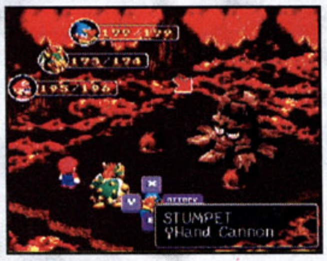


Oerlikon

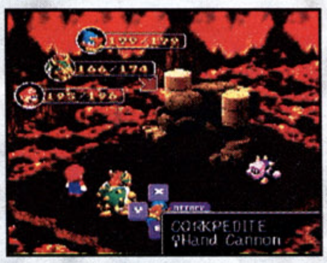




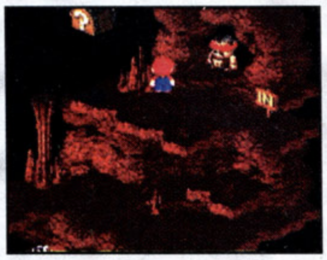
Far into the volcano you find this Frog Coin. How to get to it? Jump into the lava and shoot up toward the ledge.



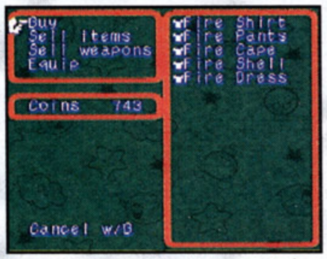
You'll come across an imposing character named Stumpet. Treat him like a normal enemy, and just lay into him with regular attacks.



Another large enemy is Corkpedite. He's a two-part monster, so use Geno's Blast and Mario's Ultra Flame. Bowser can use regular attacks.

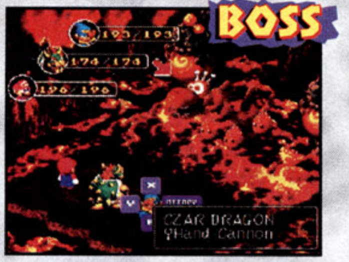


Deep in the bowels of the volcano you find Hinopio. He runs a free-for-all marketplace where you can buy food, clothes, and special items.

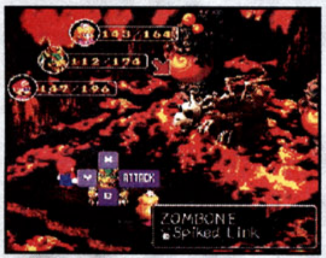


Buy clothing for all your characters. After doing so, leave Hinopio's, save your game, and head into the next area.

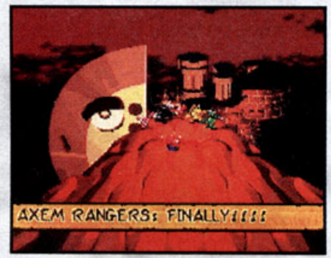
Czar You Ready?



It's the fabled Czar Dragon! Holding the sixth star, he's one tough dragon, but you have to beat him, and you'd better do it fast. Use Mario, Bowser, and Toadstool. Send Bowser's Crush after the Helios flunkies, and use Group Hug to heal the party.



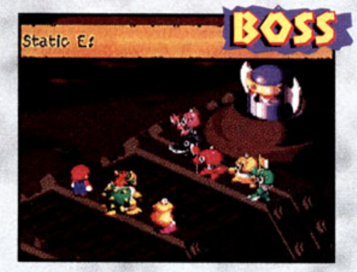
After defeating Czar Dragon, you face Zombone, the Czar's skeleton. Hit him with regular attacks, and again let Toadstool heal. Equip the Safety Ring and Safety Badge.



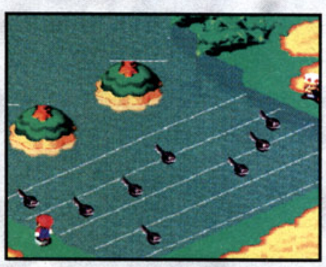
AXEM RANGERS: FINALLY!!!!

The star isn't yours just yet. It's been kidnapped by some familiar-looking (and fighting) no-gooders called the...Axem Rangers?

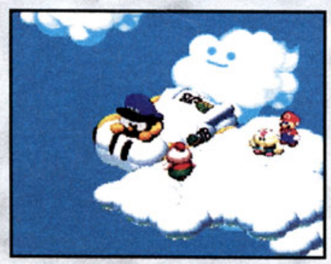
Uh Oh! Axem Rangers



They are tough! Take Mario, Toadstool, and Geno. Use group spells (like Ultra Flame and Geno Blast) to wear them down one by one. When a Ranger starts talking to Axem Red, then they're soon out of the fight. After battling the Rangers, you take on the robot behind them. Use Toadstool's Group Hug and keep slugging away at the robot with regular attacks.



You have the star! Go back to Tadpole Pond and talk to Frogfucius. While there, try out this melody on Toadofsky's grid, and receive the Soprano Card!



Go to Nimbus, speak to Mallow's mom and dad, then take the bus to Bowser's Keep, where you take on:

Terra Cotta

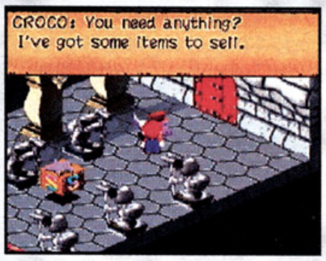
Tub-O-Troopa

Gu Goombas

Star Cruster

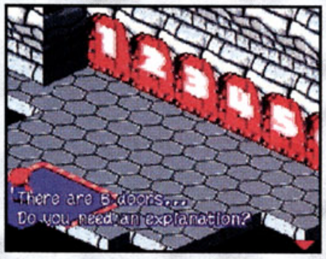
Malakoopa

Forkies



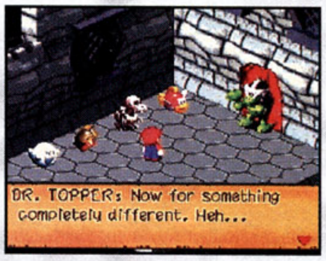
CROCO: You need anything? I've got some items to sell.

Venture into Bowser's Keep, and eventually you find this save point. Talk to Croc (now an old friend), and you can buy some items. You need them for the next area.



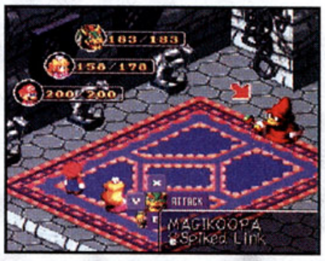
There are 6 doors... Do you need an explanation?

You're faced with six doors. Two lead to action courses, two to puzzle courses, and two to fighting courses. You can't turn back, and you must get four of the six courses to move on. The best bet is to take the two fighting and two action courses.

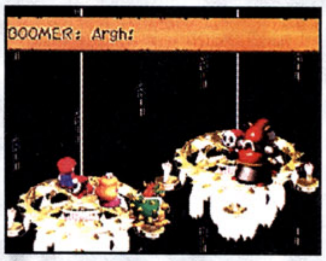


DR. TOPPER: Now for something completely different. Heh...

The only puzzle you may need help with is the word game behind Door 3. Remember this: The person who says "I outrode..." is first, the person who says "I placed fourth in the bike race..." is second, the person who says "I placed the same in swimming and ..." is third, and the person who states "I placed third in swimming..." is fourth.



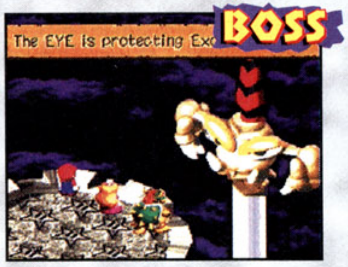
When you reach the next save point, you find one of Bowser's old friends, the Magickoopa. Use Bowser, Toadstool, and Mario to battle him. After defeating the Magickoopa, you have access to an unlimited supply of coins and an ally who will fully heal your magic and hit points when you visit him. Go through the door to the left and Croc has more armor for you.



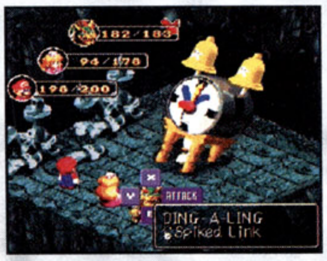
BOOMER: Argh!

You soon meet Boomer, another mini-boss. When Boomer turns certain colors, he's more vulnerable to specific attacks (when he turns red, use physical attacks; for blue, use magic). Use Mario, Bowser, and Toadstool.

The Exor — cyst


BOSS
The EYE is protecting Exo

The next boss to fight is Exor, who's a three-part boss. First, go after the eyes on the handle to decrease the magic attacks. Then go after Exor, using multitarget attacks like Psych Bomb (Toadstool) or Geno Flash.

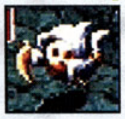

182/183
94/178
198/200
ATTACK
DING-A-LING
Spiked Link

After Exor, you travel around a bit on your way to Smithy's factory. Here you come across the huge clock mini-boss known as Countdown. Go after the two sub-enemies named Ding-a-ling first. Then attack the clock.

Assembly Line Horrors

In and around Smithy's Factory you fight:

Glum Reaper



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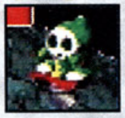
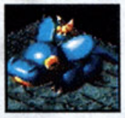
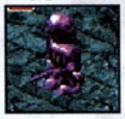


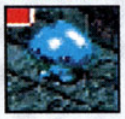
Hippopo



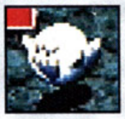
Puppox



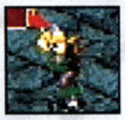
Ameboid



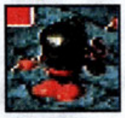
L'il Bob



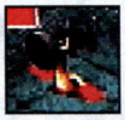
Jabit



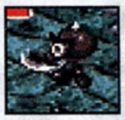
Ninja

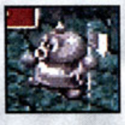


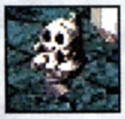
Mad Mallet

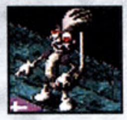


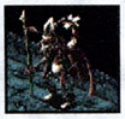
You also see replicas of former enemies and bosses called Machine Mades:

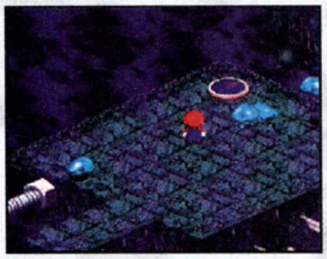




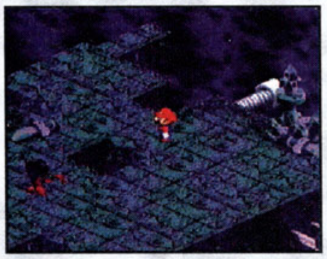




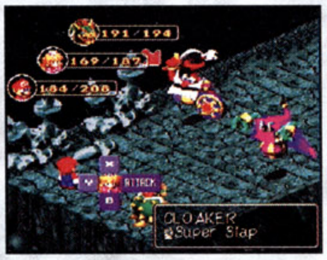




Keep traveling around the factory until you come to this switch. It opens up a path that leads to the factory. Take the path in the lower right corner.

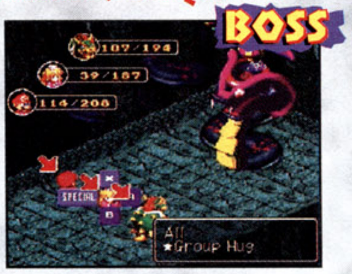


There are some ninjas and Machine Made Yardoviches raining down in this area. Fight the Yardovich, and a hole opens up in the floor.

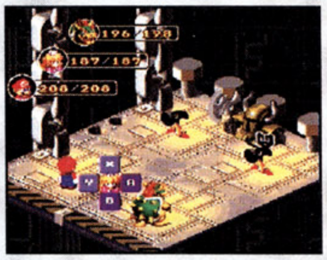

191/194
169/187
184/208
ATTACK
CLOAKER
Super Slap

You're going to face a couple of characters named Cloaker and Domino. Concentrate on knocking off Cloaker, who's the weaker of the two.

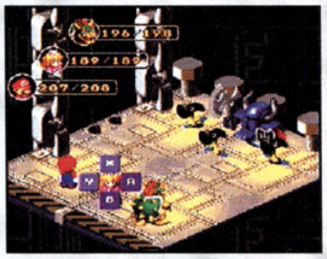
Mad as an Adder


BOSS
107/194
39/187
114/208
SPECIAL
All
Group Hug

Domino proceeds up the screen and jumps on his pet cobra, the Mad Adder. Go after Domino, unleashing multitarget spells where needed. Once Domino is dethroned, Mad Adder soon follows.


196/198
187/187
208/208

Now you've made your way into the factory, and the first person you meet is a mini-boss called Clerk. Concentrate on destroying Clerk, and go after his flunkies afterwards. It's an easy battle.


196/198
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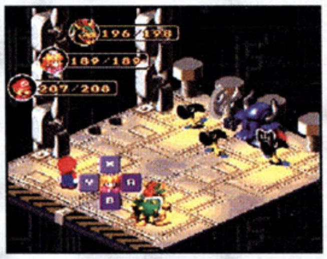
After the Clerk, you fight the Manager. The same modus operandi works here.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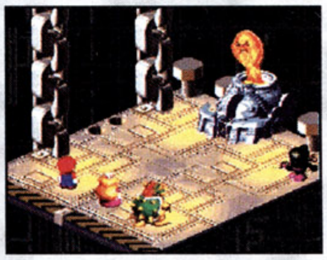
After the Manager comes the Director. Although he's a little tougher, it's still easy pickings to defeat this enemy.

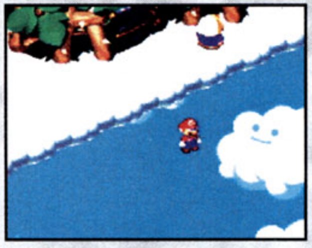


Next comes the Factory Chief – and this one's a lot tougher than the previous three. He also brings a cyborg-fiend that inflicts massive damage. Using Toadstool to heal, use the physical attacks of the other two players to attack the Factory Chief first.

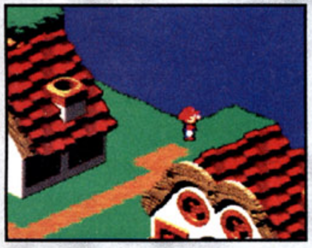
Be Prepared!

Before entering Smithy, be sure your fighters are powered-up. Don't take him on until you're around Level 27. Arm Mario with the Lazy Shell, Toadstool with the Frying Pan, and Bowser with the Drill Claw.

Lazy Shell

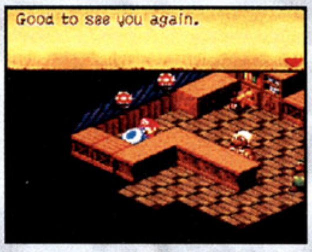


To get the Lazy Shell, defeat Valentina, then follow this hidden path in Nimbus. Talk to the Shy Guy, and he'll give you the Fertilizer.



Take the Seed and the Fertilizer to the Gardener in Rose Town (follow this path). He plants them both, and you climb the vine to the Lazy Shell!

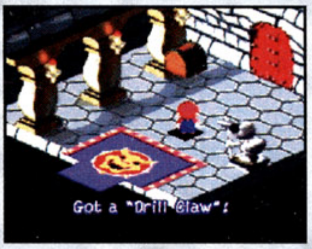
The Frying Pan



Good to see you again.

In order to get the Frying Pan, talk to this salesman. If you bought the Egg, he sells you the Frying Pan (he calls it a Metal Plate).

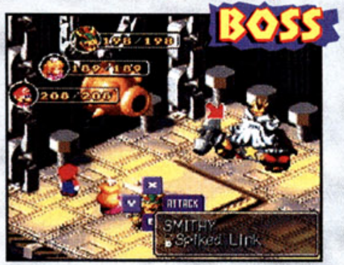
The Drill Claw



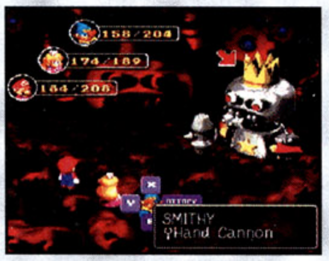
Got a "Drill Claw"!

The Drill Claw is in Door #4 in Bowser's Keep.

Meet Mr. Smithy



A member of the Mushroom Kingdom comes along to sell you some items. Buy plenty of Syrup, Max Mushrooms, and Elixirs. Have some Mega Elixirs on hand as well, because it's time to face – Smithy! Attack the spigot protruding from the wall, or Smithy makes some devastating cronies to help him out. Use Mario's Ultra Hammer, Toadstool's Group Hug, and Geno's Flash to knock down Smithy.

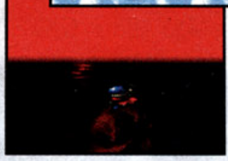


It's not over yet. After defeating Smithy, you take him on again – without the benefit of saving the game or acquiring new items. Use Crystalline and Power Blast to raise your party's attack and defense, because the battle is long and tough. Smithy's Head has a hit point total of about 8040. The Body is only 1300. Use regular attacks, and allow Toadstool to heal, but when not healing, she should use the Frying Pan.

CONGRATULATIONS!

It's over sooner than you think! You've done it! Now with the last star firmly tucked away, you have restored peace and tranquillity to the Mushroom Kingdom once again!

Star Pieces



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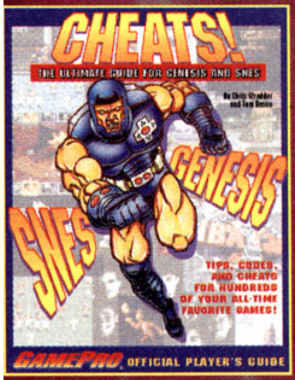

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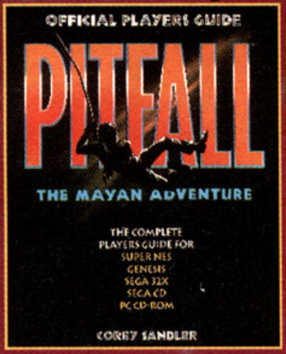

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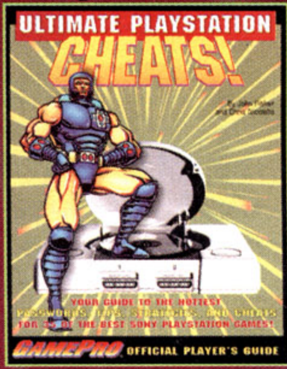

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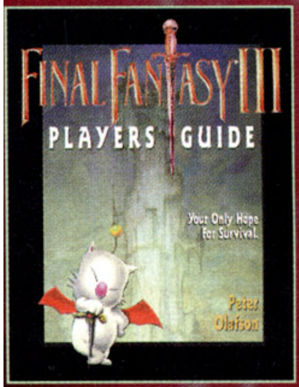

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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

TEKKEN 2

By Bruised Lee (Special thanks to Ben and Dan)

This is the first of many upcoming installments on the hottest fighting game to hit the PlayStation yet. This month, we take you through some of the more complex characters in the game. The following pages give a complete breakdown of how to perform all their special moves, linking moves, and throws, and some of their cool combos. Check future issues of *GamePro* for the other characters!

Basic Arts

Learn these essential basic skills before you enter the tournament. The following moves are universal for each fighter.

How to Run

Each fighter can run by tapping →, →. If your opponent is far away and you run toward them, you perform a head-butt. Running when you're close to the opponent tackles them.

Tackle Attacks

From a running tackle, score extra hits by tapping LP, RP, LP, RP.

Note: To perform Yoshimitsu's Tackle Attack, tap RP.

Moves While Running

Each fighter can perform these special moves while running toward an opponent.

Dive Attack

While running, tap (LP RP)

Slide Attack

While running, tap RK

Air Kick

While running, tap LK

Run over Your Enemy

You can inflict damage on an opponent on the ground by running toward them.

Get Up and Fight

When your fighter is knocked down during a match, you have several ways to recover both offensively and defensively.

Roll to the Side

Rolling to the side is a new recovery move. While on the ground, tap LP.

Low-Kick Recovery

While on the ground, tap LK

High-Kick Recovery

While on the ground, tap RK

Roll Forward

While on the ground, tap →

Roll Backward

While on the ground, tap ←. Players can chain together recovery moves. For example, while on the ground, tap LP to roll to the side, then tap → to roll forward, or tap ← to roll backwards.

Lunge-Forward Recovery

Tap ← and as soon as your character starts to move, tap (← LK RK). Use this tactic when an opponent is running in or just starting a move.

Super Moves

Super moves take a few seconds to execute and leave you open for an attack. If one connects, however, it can inflict massive damage. These moves are shown on the following pages.

Note: Not all the fighters have super moves.

Counter Throws

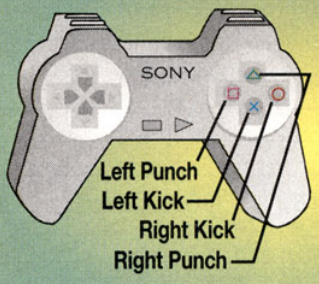
Counter a throw with a throw. If you time it correctly, the two throws will cancel each other. Then you can perform another throw, special move, or combo.

Counter Moves

New in Tekken 2, players can now counter incoming moves. These are shown on the following pages.

Note: Not all the fighters have counter moves.

Controller Legend



LK = Left Kick
LP = Left Punch
RK = Right Kick
RP = Right Punch
Motion = Move the joystick in one smooth, continuous motion.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Move List Color Key

The following page is a move list for the four featured fighters. Color coding follows:

Counter Moves = Purple
Linkers = Green
Special Moves = Red
Super Moves = Blue
Throws = Brown

Nina

Hip Toss	When in close, tap (RP RK)
Arm Flip	When in close, tap (LP LK)
Elbow Smash	When in close, tap ↘, hold (↘ LP RP)
Shoulder Toss	When in close, hold →, tap (LP LK)
Behind Grab	When behind an opponent, tap (LP LK) or (RP RK)
Hip Toss to Arm Breaker	When in close, tap (RP RK), quickly tap LP, RP, LP, RP, LP, LK
Face Smack to Over the Shoulder Arm Breaker	Motion ↓ ↘ → (LP RP), quickly tap LK, RK, LK, (LP RP)
Face Smack to Double Arm Breaker	Motion ↓ ↘ → (LP RP), quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)
Face Smack to Ground Arm Breaker	Motion ↓ ↘ → (LP RP), quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)
Face Smack to Double Neck Breaker	Motion ↓ ↘ → (LP RP), quickly tap RP, LK, RK, RP, RP, LP, (LK RK), LP, RP, (LP RP)
Leg Grab to Somersault Arm Breaker	Motion ↓ ↘ → (LK RK), (LK RK), quickly tap LK, RK, (LP RP)
Leg Grab to Ankle Snap to Leg Pretzel Lock	Motion ↓ ↘ → (LK RK), (LK RK), quickly tap RK, RP, (LP RP), LP, LK, (RP RK), (LK RK), (LP RP)
Leg Grab to Ankle Snap to Leg Breaker	Motion ↓ ↘ → (LK RK), (LK RK), quickly tap RK, RP, (LP RP), LK, LP, RK, (RP RK)
Counter	Tap (← RP LK) or (← LP RK)
Vertical Kick	Motion ↓ ↙ LK
Ground Slide Kick	Tap ↙, RK
Chop Punch	Hold ←, tap RP
Stab Punch	Hold ←, tap LP
Wrist Thrust	Tap →, (→ LP RP)
Flip Kick	Tap →, (→ RK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Chop	Tap (↙ LP RP)

King

Brain Buster	Tap (RP RK)
Coconut Crush	Tap (LP LK)
Frankensteiner	Tap (↘ LK RK)
DDT	Tap ↙, (↙ LP RP)
Pile Driver	Tap ↙, (→ LP RP)
Mind Sweeper	Motion → ← ↙ ↓ ↘ → LP
Figure-Four Leg Lock	Hold ↙, tap (LP RP)
Behind Grab	When behind an opponent, tap (LP LK) or (RP RK)
Jaguar Driver to Face Buster	Motion ↓ ↘, hold →, tap LP, quickly tap (LP RP)
Jaguar Driver to Boston Crab	Motion ↓ ↘, hold →, tap LP, quickly tap (LP RP), LK, RK, (LP RP)
Octopus Hold	Tap (↘ RK), RK, RK, RK, RK, RP, LP, LK
Stun Punch to Jaguar Back Breaker	Tap →, →, neutral for one second, then tap RP, quickly tap RP, (LP RP)
Stun Punch to Power Bomb	Tap →, →, neutral for one second, then tap RP, quickly tap RP, (↑ LP RP), (↓ LK RK)
Achilles Hold to Neck Breaker	Tap →, hold ↘, tap (RP LK), quickly tap LP, RP, LK, LP, (LP RP)
Achilles Hold to Scorpion Death Lock	Tap →, hold ↘, tap (RP LK), quickly tap (LP RP), LK, LP, (LP LK)
Achilles Hold to Death Lock to Romeo Special	Tap →, hold ↘, tap (RP LK), quickly tap (LP RP), LP, LK, (LP RP RK), (LP RP), LK RK, (LP RP), (LP RP LK RK)
Close Reverse Arm-Clutch Slam	Tap →, hold ↘, tap (RP RK), RP, LP, (LP RP), (LK RK), (LP RP), LP, RP, (LK RK), RP, LP, LK, RK
Spinning Jump Kick	Tap →, →, (→ LK RK)
Big Boot	Tap →, (→ RK)
Knuckle Bomb	Tap (↘ LP RP)
Uppercut	Hold ↓, ↘, tap RP
Dive Attack	Tap →, (→ LP RP)
Hammer Head	Tap (↗ LP RP)
Power Clothesline	Hold →, tap (LP RP)
Elbow Smash	Tap (↓ LP RP)
Jump Kick	Tap →, (→ LK RK)
Knee Hard Pounce	Tap (↗ LK RK)
Shoulder Hard Pounce	Tap (↗ RP RK)

Yoshimitsu

Sword Bash	Tap (RP RK)
Body Press	Tap (LP LK)
Dive-Bomb Grab	Motion ↓ ↙, hold ←, tap (LP RP)
Behind Grab	When behind an opponent, tap (LP LK) or (RP RK)
Counter	Tap (← LK RK)
Flip Kick	Tap →, (→ LK RK)
Flip Kick to Corkscrew	Tap →, (→ LK RK), (LP RP)
Spinning Elbow	Tap (← LP) *Note: Keep tapping LP to repeat spins.*
Spinning Leg Sweep	Tap (↙ LK) *Note: Keep tapping LK to repeat spins.*
Backfist Spin	Tap (↙ RP) *Note: Keep tapping RP to repeat spins.*
Knee Charge	Tap →, (→ RK)
Thrust Kick	Tap RK, LK
Backhand	Tap (→ RP)
Life Rejuvenator	Tap (↓ LP RP)
Teleport	Tap (↓ LP RP), tap ← or →
Helicopter Attack	Tap (↗ LP RP)
Turn Back to Enemies	Tap →, hold →, tap (LP RK)
Suicide Attack	Tap (↓ LP RK)
Sword Slash	Tap (↙ LP)
Spinning Sword	Tap ←, (← LP), LP
Sword Trip	While crouching, tap ↙, hold ←, tap LP
Hard Pounce	Tap (↗ LK RK)
Super Hard Pounce	Tap (↑ RP)
Sword Stab	Tap ←, (← LP)

Law

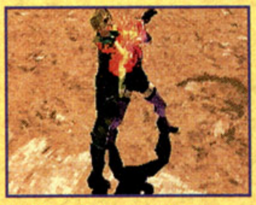
Atomic Noogie	Tap (RP RK)
Atomic Body Slam	Tap (LP LK)
Dragon Knee	Tap →, hold →, tap (LK RK)
Behind Grab	When behind an opponent, tap (LP LK) or (RP RK)
Atomic Noogie to Face Plant	Tap (RP RK), quickly tap LP, RP, (LP RP)
Side Kick	Tap (↘ LK)
Low Flip Kick	Charge ↓ for one second, tap (↑ RK) *Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.*
High Flip Kick	Charge ↓ for one second, hold (↑ RK) *Note: Hold ↗ to flip toward your opponent; hold ↖ to flip away.*
Super Flip Kick	Charge ↓ for one second, tap (↑ LK RK) *Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.*
Flying Side Kick	Tap →, →, (→ LK) *Note: This move stuns a blocking opponent.*
Standing Flip Kick	Tap (LK RK)
Sweep Takedown	Tap (↙ RK)
Slide	Hold ↓, tap ↘, (↘ LK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
"Bruised Lee" Fury	Tap (↙ LP RP)

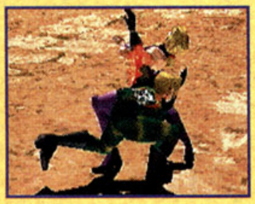
Bone-Crushing Linkers

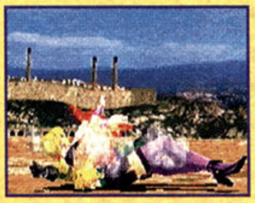
Most of Nina's linking moves are easy to execute. Timing consists of tapping the buttons as fast as possible. You should be finished tapping all the buttons when Nina is about halfway through the linking combo.

Face Smack to Ground Arm Breaker

This linking combo allows you to break the same arm twice. Try to finish tapping the buttons as Nina performs the first arm-breaking move.

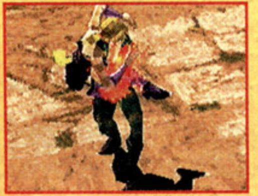

Motion ↓ ↘ → (LP RP)

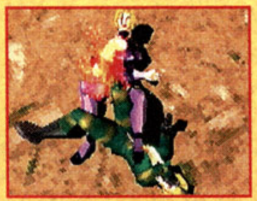

Quickly tap LP, LK, RP, LP

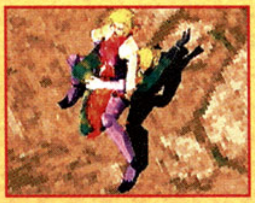

Tap RP, LP, LK, RK, (LP RP)

Leg Grab to Ankle Snap to Leg Pretzel Lock

You can start any of the leg linkers that go into the Ankle Snap move by tapping →, →, (→ LK) instead of motion ↓ ↘ → (LK RK), (LK RK).

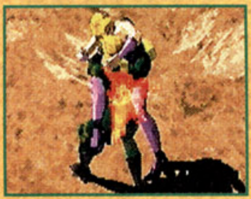

Motion ↓ ↘ → (LK RK), (LK RK)

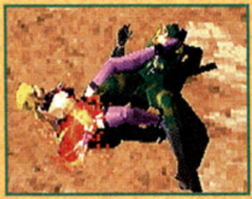

Quickly tap RK, RP, (LP RP)

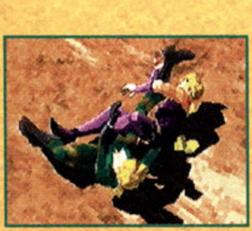

Tap LP, LK, (RP RK), (LK RK), (LP RP)

Leg Grab to Ankle Snap to Leg Breaker

Just like the Pretzel Lock linker, this one can be started by tapping →, →, (→ LK) instead of motion ↓ ↘ → (LK RK), (LK RK).

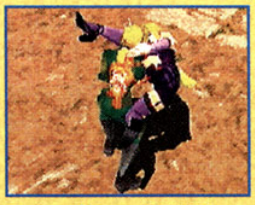

Motion ↓ ↘ → (LK RK), (LK RK)

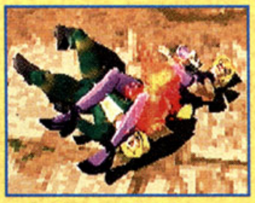

Quickly tap RK, RP, (LP RP)


Tap LK, LP, RK, (RP RK)

Leg Grab to Somersault Arm Breaker

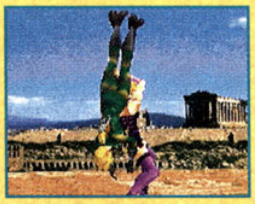
The timing on all the leg-grab linking combos is strange. The best way to ensure getting the move off is to press (LK RK) a second time after the starting motion. Speed is the key to successfully executing the combos.

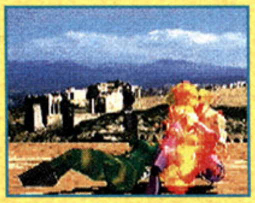

Motion ↓ ↘ → (LK RK), (LK RK)


Quickly tap LK, RK, (LP RP)

Hip Toss to Arm Breaker

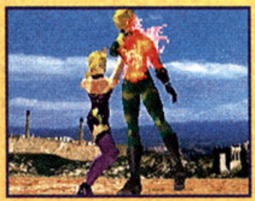
From the normal throw you can break your enemy's arm. The timing is very fast.

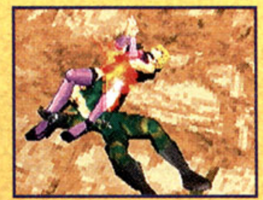

When in close, tap (RP RK)


Quickly tap LP, RP, LP, RP, LP, LK

Face Smack to Over-the-Shoulder Arm Breaker

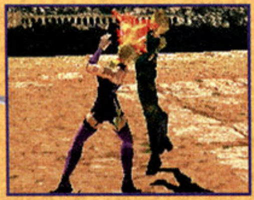
One of the original linking moves in the first Tekken. This is a fast two-hit linker.

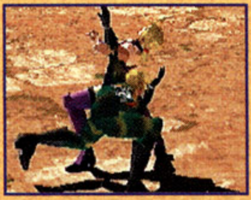

Motion ↓ ↘ → (LP RP)

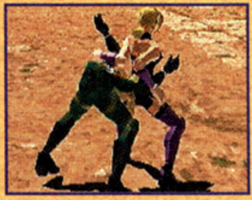

Quickly tap LK, RK, LK, (LP RP)

Face Smack to Double-Arm Breaker

One of the most enjoyable linkers from the original game! You should be done tapping the buttons for the combo before Nina grabs both arms.

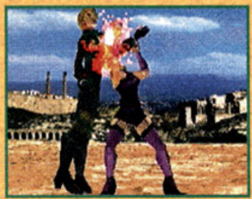

Motion ↓ ↘ → (LP RP)

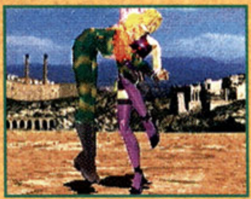

Quickly tap LP, LK, RP, LP

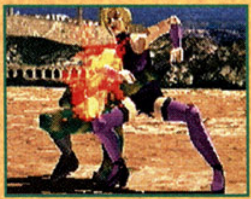

Tap LK, LP, RK, (LP RP), (LP RP)

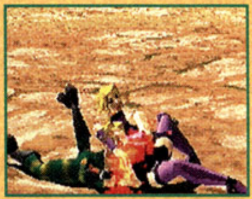
Face Smack to Double Neck Breaker

This is the easiest of all the new linkers. Like the others, perform the button commands quickly.


Motion ↓ ↘ → (LP RP)

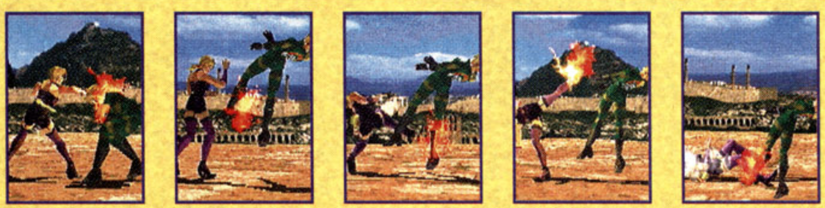



Quickly tap RP, LK, RK, RP, RP


Tap LP, (LK RK), LP, RP, (LP RP)

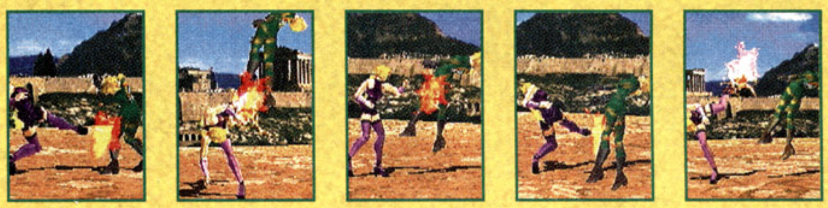
Killer Combos

Five-Hit Stun Air-Juggle Combo



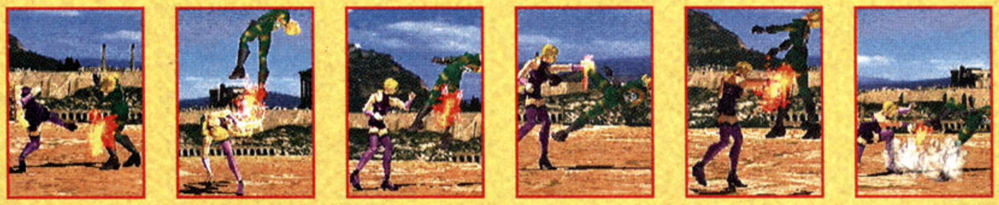
Tap (← RP) Tap (↘ RP) Tap (↙ RK) Tap LK Tap →, (→ RK)

Five-Hit Kick-Juggle Combo



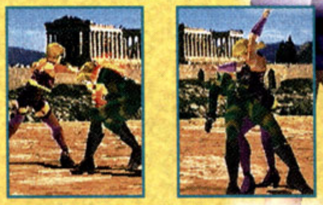
Tap (↙ RK) Tap LK Tap LP Tap (↙ RK) Tap LK

Six-Hit Super Kick-Juggle Combo



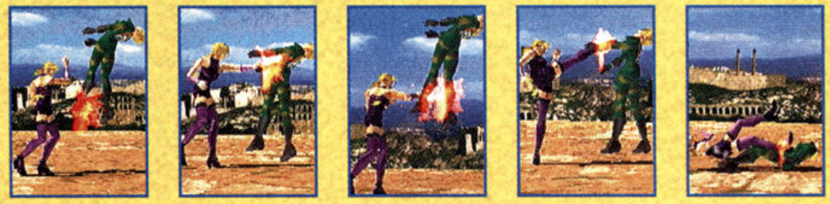
Tap (↙ RK) Tap LK Tap LP Tap LP Tap RP Tap →, (→ LP RP)

Two-Hit Stun-Throw Combo



Tap (← RP) Tap ↘, (↘ LP RP)

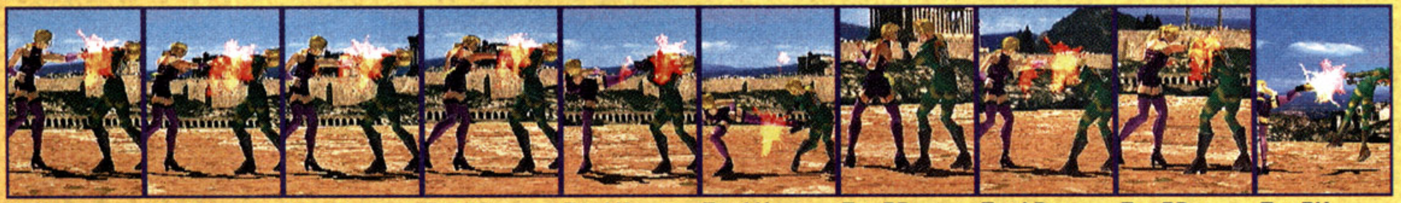
Five-Hit Uppercut-Juggle Combo



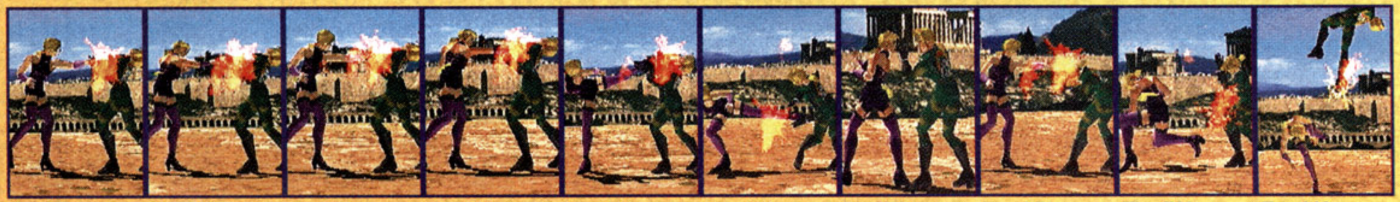
Tap (↘ RP) Tap LP Tap RP Tap RK Tap →, (→ RK)

Ten-Hit Combos

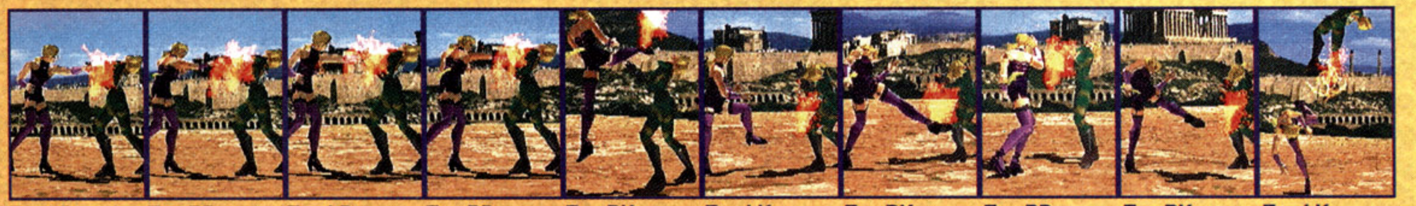
Note: You can start all of Nina's ten-hit combos by first tapping ↘.



Tap LP Tap RP Tap LP Tap RP Tap LK Tap LK Tap RP Tap LP Tap RP Tap RK



Tap LP Tap RP Tap LP Tap RP Tap LK Tap LK Tap RP Tap LP Tap RK Tap LK



Tap LP Tap RP Tap LP Tap RP Tap RK Tap LK Tap RK Tap RP Tap RK Tap LK

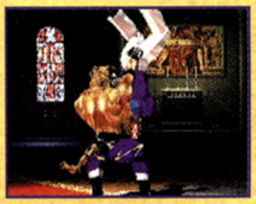
KING

Bone-Crushing Linkers

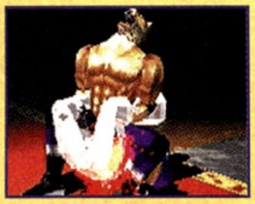
King has the most complicated and damaging linking combos in the game. All of King's linkers have specific timing and take a lot of practice to master.

Jaguar Driver to Boston Crab

This linker is fairly basic: As soon as King picks up an opponent, tap the rest of the linking move.



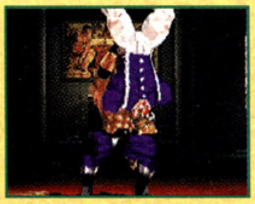
Motion ↓ ↘, hold →, tap LP



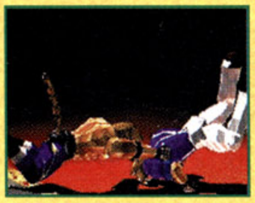
Quickly tap (LP RP), LK, RK, (LP RP)

Jaguar Driver to Face Buster

The easiest of all of King's linkers. You perform only one button command after the move. The timing is fast.



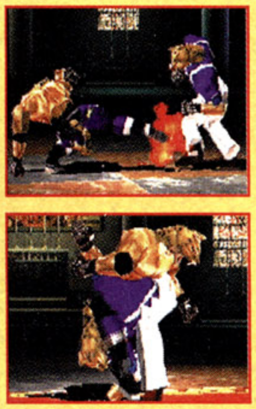
Motion ↓ ↘, hold →, tap LP



Quickly tap (LP RP)

Octopus Hold

This is one of the hardest linking moves to execute. It can only be used as a counter move from four consecutive low side kicks. From there, go into the linker.

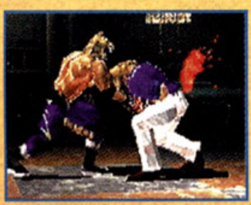


Tap (↘ RK), RK, RK, RK, RK, RP, LP, LK

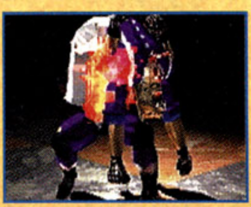
Stun-Punch Linkers

Two linkers follow the Stun Punch: the Jaguar Back Breaker or a Power Bomb. To start either one, you must first use the Stun Punch as a counter move. Once you've executed this correctly, perform the rest of the combos rapidly.

Stun Punch to Jaguar Back Breaker

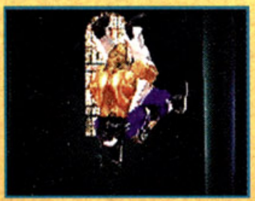


Tap →, →, neutral for one second, then tap RP



Quickly tap RP, (LP RP)

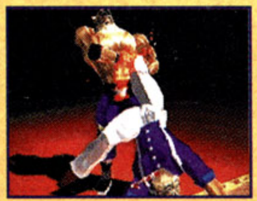
Stun Punch to Power Bomb



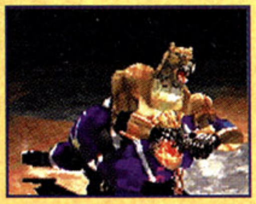
Tap →, →, neutral for one second, then tap RP
Quickly tap RP, (↑ LP RP), (↓ LK RK)

Achilles Hold to Neck Breaker

Three linking combos follow the Achilles Hold. Executing the Achilles Hold is the hardest part. After that, execute the rest of the combos as fast as possible.



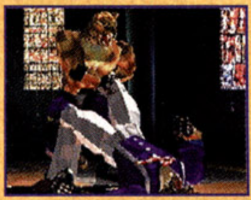
Tap →, hold ↘, tap (RP LK)



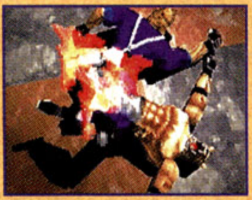
Quickly tap LP, RP, LK, LP, (LP RP)

Achilles Hold to Death Lock to Romeo Special

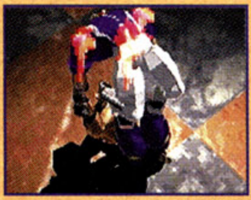
By far the best-looking (and hardest to execute) linking combo in the game! This brutal linker works two ways: One, you can either speed up the combo as fast as possible; or two, execute each move as the previous combo is being performed on the opponent.



Tap →, hold ↘, tap (RP LK)



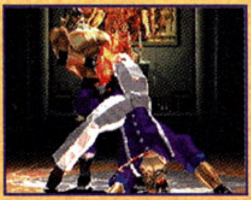
Quickly tap (LP RP), LP, LK, (LP RP RK)



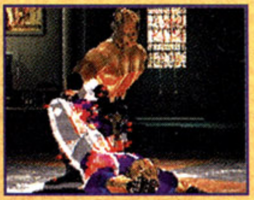
Tap (LP RP), LK RK, (LP RP), (LP RP LK RK)

Achilles Hold to Scorpion Death Lock

This linker is as painful as its name. Once you execute the Achilles Hold, quickly execute the rest of the combo.



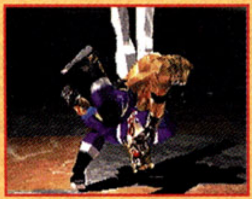
Tap →, hold ↘, tap (RP LK)



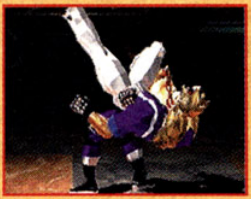
Quickly tap (LP RP), LK, LP, (LP LK)

Close Reverse Arm-Clutch Slam

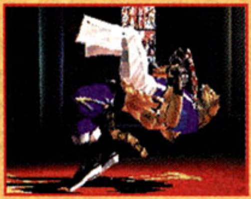
This is a five-throw linking combo. It chains the Arm Clutch to a Back Drop to a German Suplex to a Power Bomb, and finishes with a Mind Sweeper. The timing is a little strange – you can't hammer out the combo as fast as you'd like; you must execute each move as the previous one is being performed.



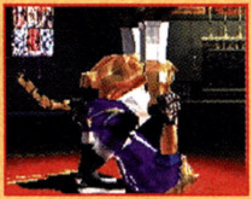
Tap →, hold ↘, tap (RP RK)



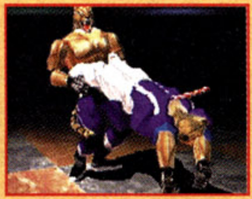
Tap RP, LP, (LP RP)



Tap (LK RK), (LP RP)



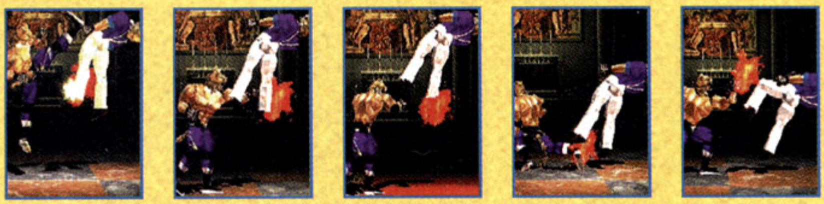
Tap LP, RP, (LK RK)



Tap RP, LP, LK, RK

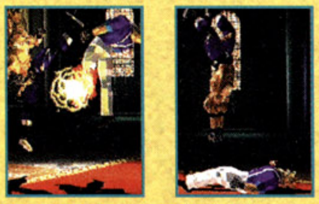
Killer Combos

Five-Hit Super Juggle-Kick Combo



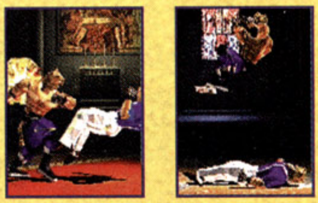
Tap (↗ RK) | Tap LP | Tap RP | Tap (↓ LK RK) | Tap RP

Two-Hit Juggle-Kick Combo



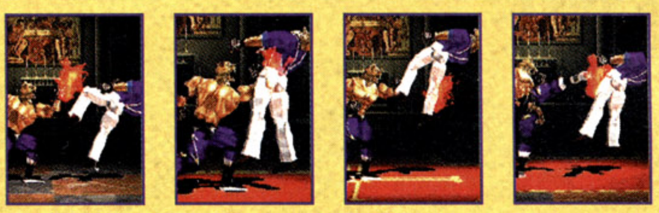
Tap (↗ RK) | Hold →, tap (LP RK)

Two-Hit Hard Pounce Combo



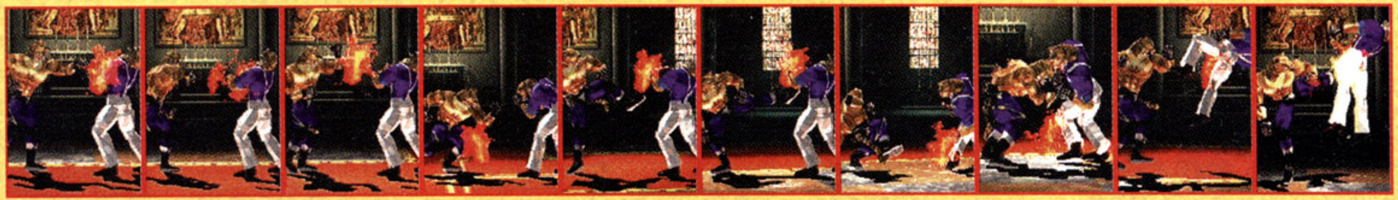
Tap (→ LP RP) | Tap (↑ RP)

Four-Hit Uppercut-Juggle Combo

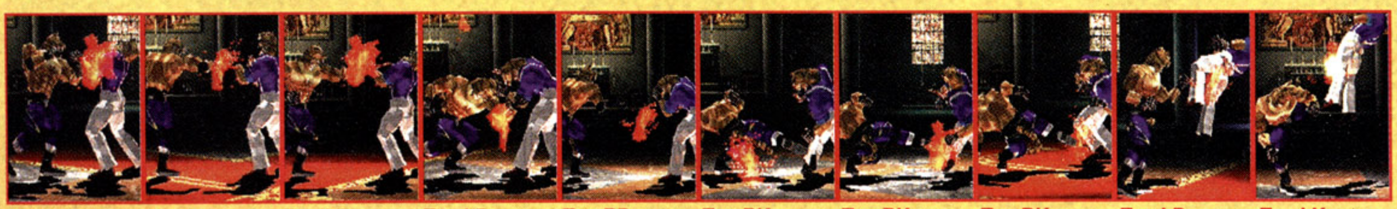


Tap ↓, hold ↘, tap RP | Tap LP | Tap RK | Run in, tap (↘ LK RK)

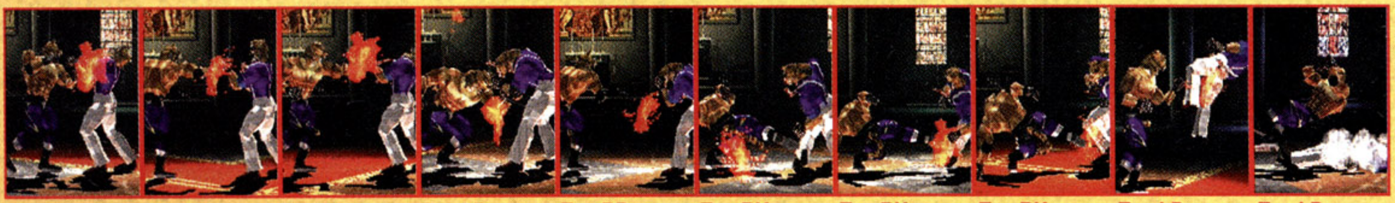
Ten-Hit Combos



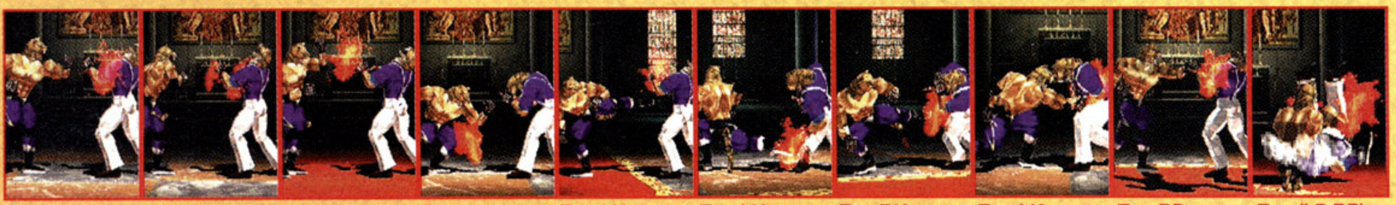
Tap LP | Tap RP | Tap LP | Tap LP | Tap LK | Tap LK | Tap RK | Tap RK | Tap LP | Tap LK



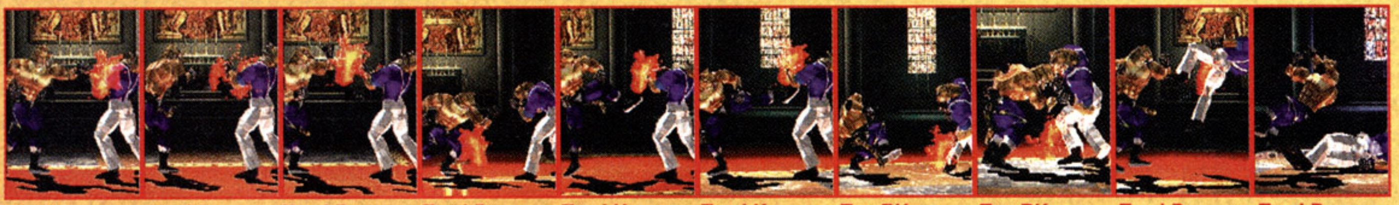
Tap LP | Tap RP | Tap LP | Tap LP | Tap RP | Tap RK | Tap RK | Tap RK | Tap LP | Tap LK



Tap LP | Tap RP | Tap LP | Tap LP | Tap RP | Tap RK | Tap RK | Tap RK | Tap LP | Tap LP



Tap LP | Tap RP | Tap LP | Tap LP | Tap LK | Tap LK | Tap RK | Tap LK | Tap RP | Tap (LP RP)

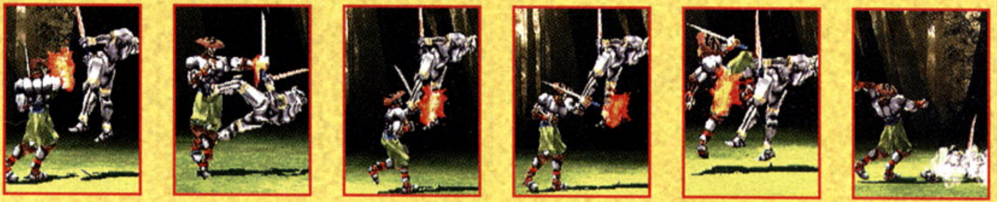


Tap LP | Tap RP | Tap LP | Tap LP | Tap LK | Tap LK | Tap RK | Tap RK | Tap LP | Tap LP

YOSHIMITSU

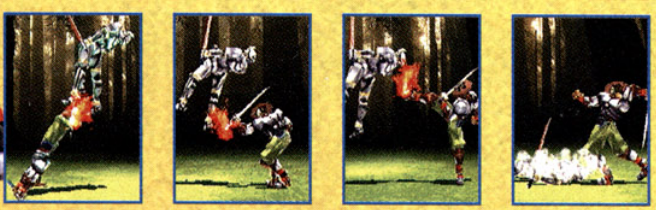
Killer Combos

Six-Hit Uppercut-Juggle Combo



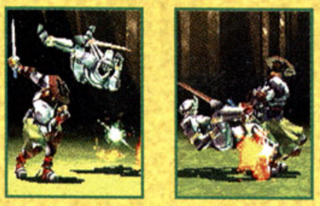
Tap (↘ RP)
Tap (← LP)
Tap (← LP), (← LP)
Tap LP
Tap →, (→ RK)
Tap (↙ LP)

Four-Hit Kick-Juggle Combo



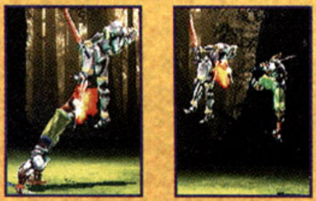
Tap RK, LK
Tap (↓ LP)
Tap RK
Tap (↘ LP)

Two-Hit Takedown Combo



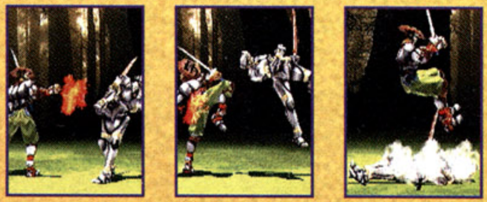
Tap ↓, hold (↙ LP)
Tap (↗ LK RK)

Two-Hit Spinning Air-Kick Combo



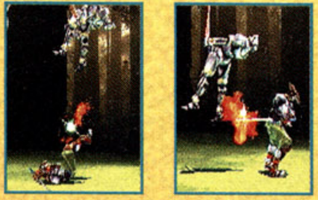
Tap RK, LK
Tap (↑ RK)

Three-Hit Turnaround Combo



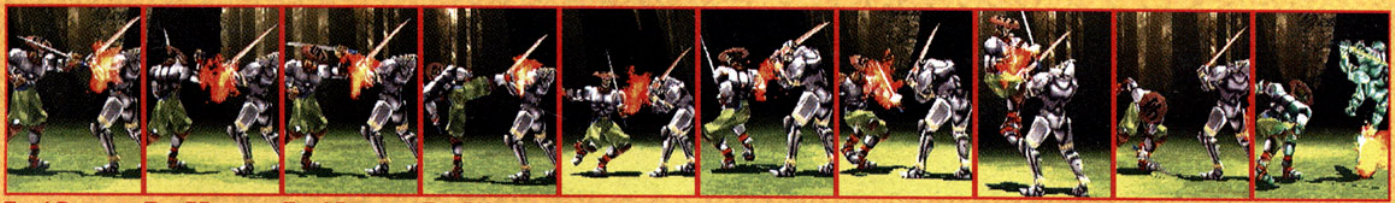
Tap (→ RP)
Tap →, (→ RK)
Tap (↗ LK RK)

Two-Hit Suicide Combo

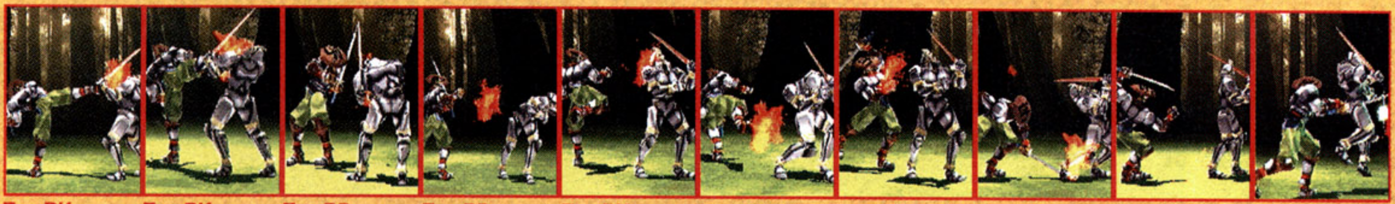


Tap RK, LK
Tap (↓ LP RK)

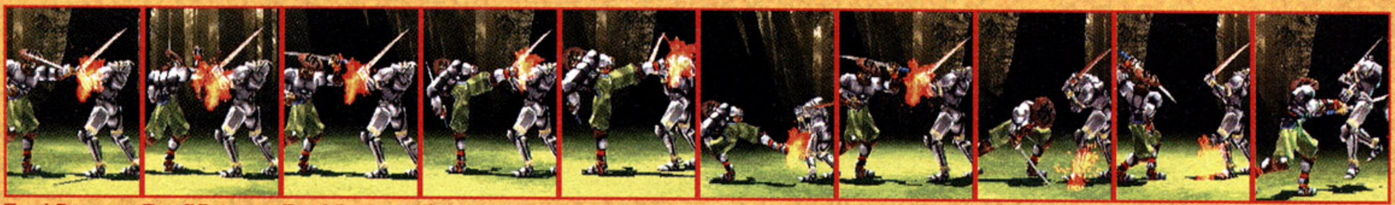
Ten-Hit Combos



Tap LP
Tap RP
Tap LP
Tap RK
Tap RP
Tap RP
Tap RP
Tap RK
Tap LP
Tap LP



Tap RK
Tap RK
Tap RP
Tap RP
Tap RK
Tap RK
Tap LP
Tap LP
Tap LP
Tap LP



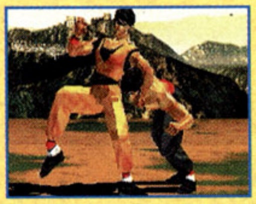
Tap LP
Tap RP
Tap LP
Tap RK
Tap RK
Tap RK
Tap LP
Tap LP
Tap LP
Tap LP

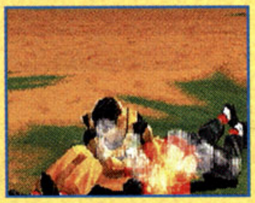
LAW

Bone-Crushing Linker

While Law's linker isn't truly a linking combo, he can perform a second move from his Atomic Noogie.

This linker is very basic to pull off. As soon as Law grabs his enemy to do the Atomic Noogie, tap the following buttons as fast as possible.

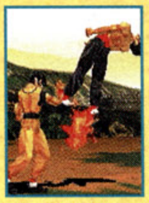

Tap (RP RK)

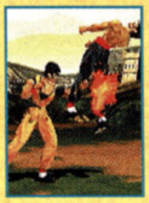

Quickly tap LP, RP, (LP RP)

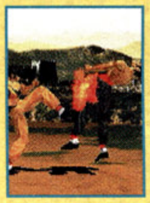
Killer Combos

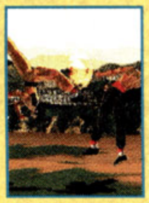
Four-Hit Air-Juggle Combo

Note: After the first hit, walk in for the rest of the combo.

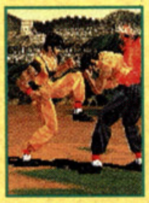

Tap (↘ RP)

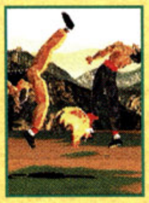

Tap LP

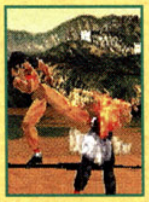

Tap (↘ RK)

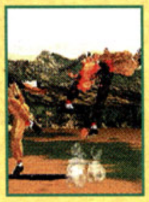

Tap LK

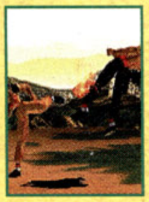
Five-Hit Flip Kick-Fury Combo


Tap (↘ RK)

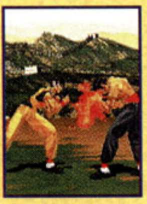

Tap LK

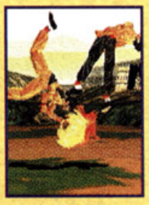

Tap (↓ LK)

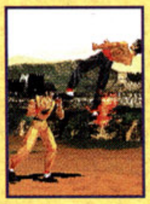

Tap LK

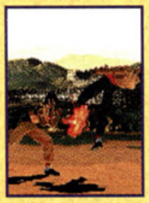

Tap LK

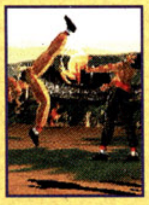
Five-Hit Double Flip-Kick Combo


Hold ↓, tap RP

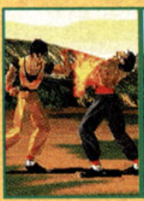

Tap LK

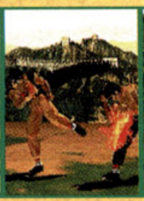

Tap LP

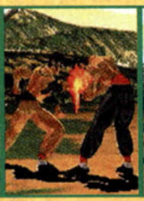

Walk in, hold ↓, tap RP

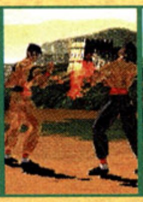

Tap LK

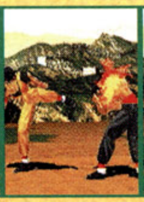
Ten-Hit Combos

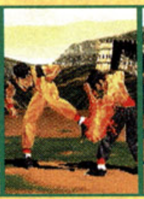

Tap (↘ LP)

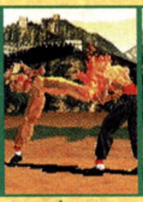

Tap LK

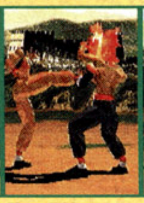

Tap RP

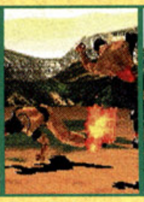

Tap RP

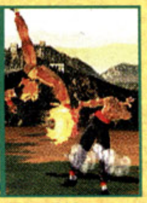

Tap LK

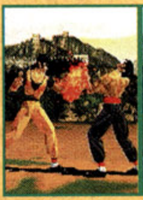

Tap (↓ LK)

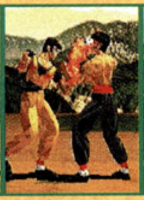

Tap (↓ LK)

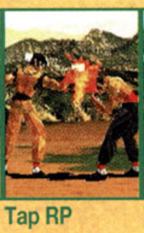

Tap RK

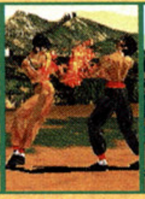

Tap RK

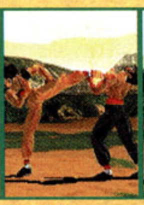

Tap RK

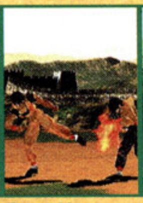

Tap (↘ LP)

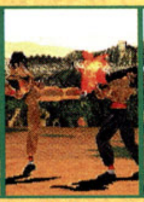

Tap RP


Tap RP


Tap LP


Tap LK


Tap LK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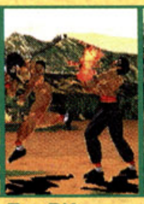
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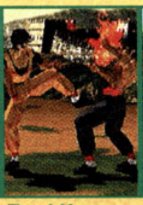
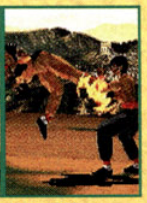

Tap LK


Tap RK

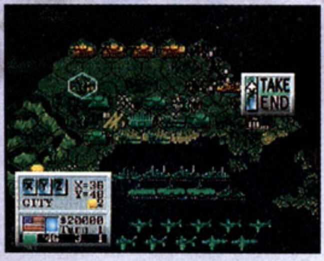
GENERAL JOHNNY BALLGAME'S CLASSIFIED BATTLEFIELD TACTICS TO

IRON STORM

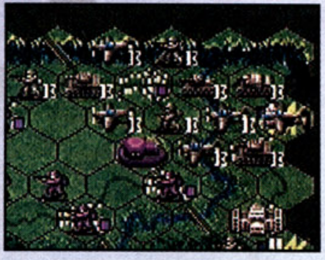
War is hell, especially in a sim that takes weeks to complete. Here are some of the best tips to winning WW II, no matter which side you're fighting for.

By General Johnny Ballgame

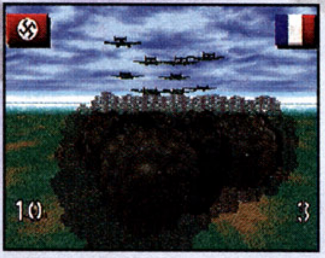
Classified Strategy



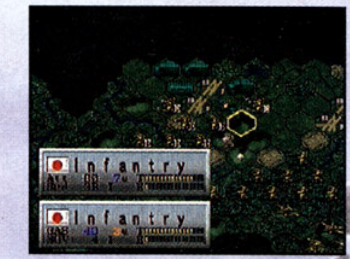
Before you make a move, examine the map and its terrain, and assess the enemies around you. Look for an area you can easily exploit for its cities – somewhere not well guarded – and take it over. The more cities you control, the more money you have to purchase new weapons. If your infantry takes a bunch of unguarded cities in the beginning of the game, you'll have a definite advantage.



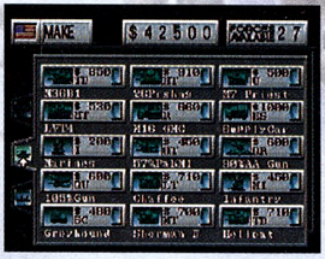
There is secured power in moving your forces forward in numbers. A lone platoon might luck its way to a couple of victories but will eventually get slaughtered if it isn't backed by tanks and armor. By moving units close together, you can constantly pound your foe when it's time to attack, and either eliminate them, or make them retreat.



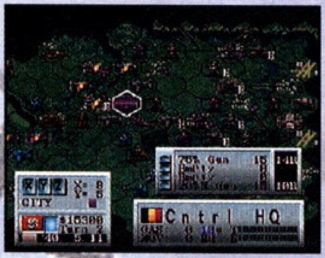
Before attacking with ground troops, bomb your opponent's unit from the air or sea. This brings down their number of units and gives you the edge when you storm in with tanks and troops.



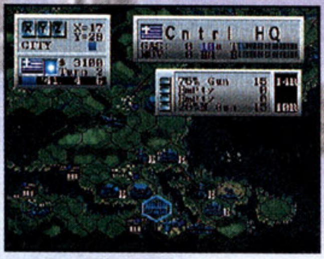
When two of your units are close in proximity, and they've both been taking a beating, merge them into one solid unit and battle on. This eliminates the risk of them being destroyed.



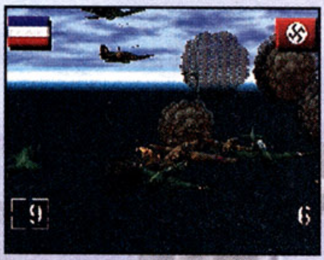
Use your war money to fill your weapon needs at the beginning of each turn. Before you buy anything, carefully evaluate your situation, and think about which weapon would be best bought from which city.



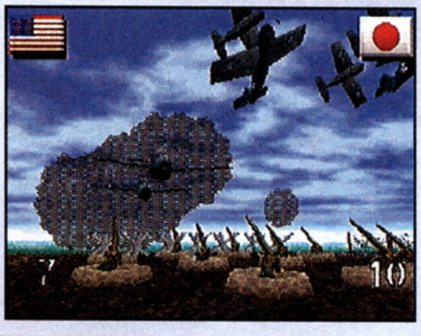
If one of the enemy countries is noticeably weaker than the rest, eliminate it first, and take its cities. This tactic gives you airports and safe places so you can move your units deep into enemy territory.



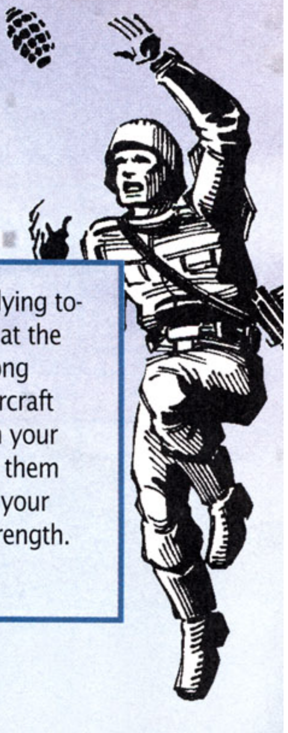
Set up a solid defense of tanks, artillery, and infantry around your base so that it can't be infiltrated.

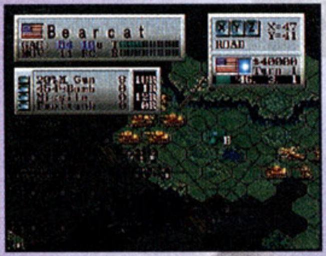


Keep fighters ready around your most important cities and base to take out bombers circling the area.

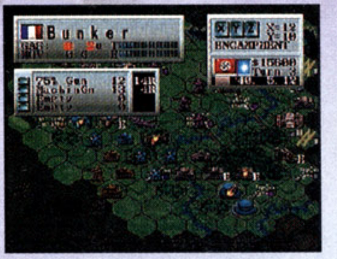


When you see planes flying toward your men, shoot at the aerial attackers from long range with your anti-aircraft guns before sending in your fighters. You may take them all out without tipping your hand about your air strength.

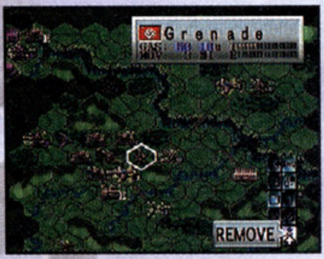



Bearcat
ROAD

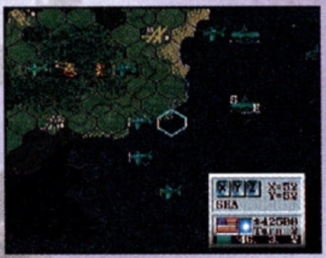
Send fighters as far as they can go for reconnaissance. You can't see all of your enemy's troops unless you have vehicles within sight of them, so it's sometimes worth a casualty or two to know what's going on in the far reaches of the map.


Bunker
ENCAMPMENT

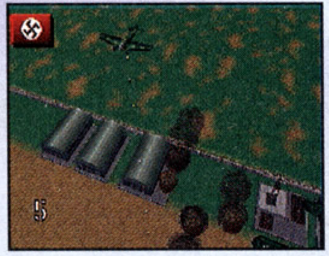
Destroy enemy units that on fire before they're repaired; otherwise they may join another unit and attack you.


Grenade
REMOVE

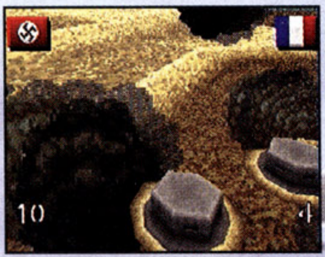
If all your vehicles are allocated, but you have too many of one type and not enough of another, replace the unnecessary unit. You won't regret the move, especially if you need more bombers.



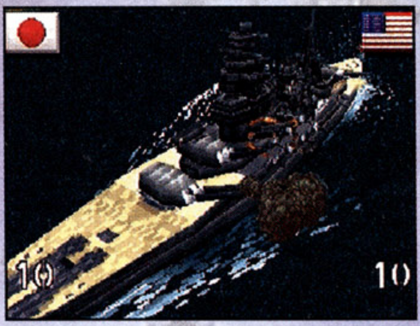
Use your aircraft carriers to push your planes out to further distances without having to fly back to an airport to land. Carriers can mean the difference between a plane making it back safely or not.



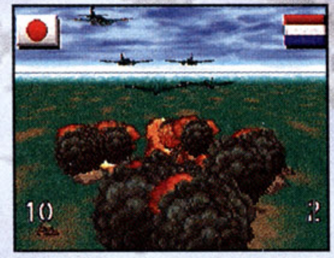
Bomb enemy airports to limit the areas they can safely land their planes.



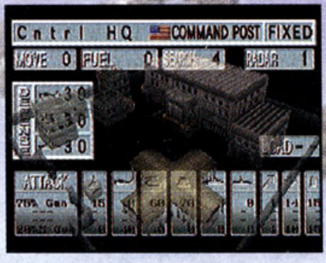
Never attack a bunker with infantry, or your men will be totally wiped out. Bomb or shell bunkers first, then hit them with tanks to safely conquer the area.



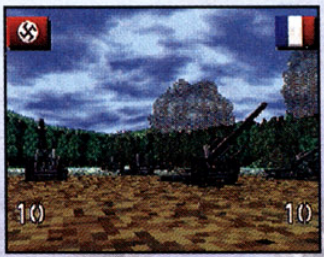
Shelling land units from the sea gives you mostly free hits; they won't shoot back.



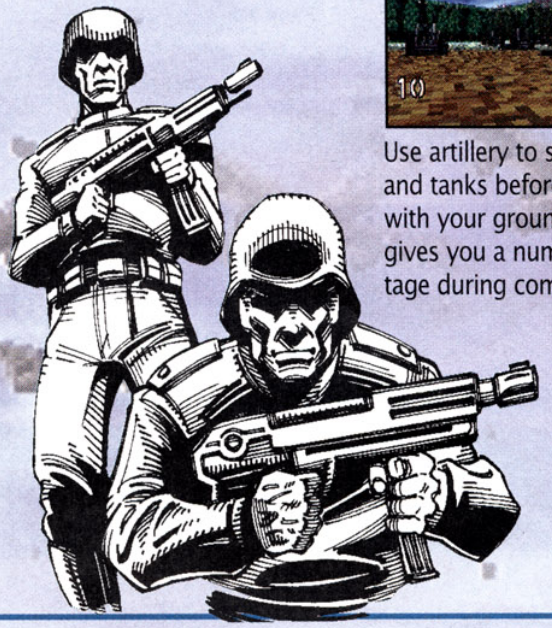
Strategically bomb bridges to limit the vehicles your enemy can move beyond a certain point. Your enemy may have a bunch of tanks, but have nowhere to go.

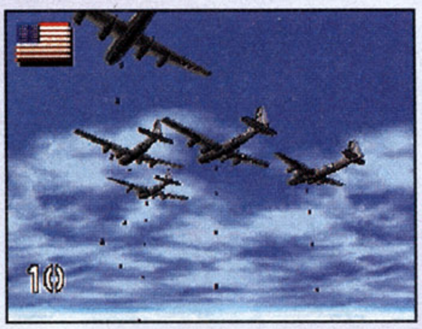

Cntrl HQ
COMMAND POST
FIXED
MOVE 0
FUEL 0
SEARCH 4
RADAR 1
30
30
30
LOAD-
ATTACK

Always repair your base if it's hit; otherwise, you might take a lethal blow the next round.

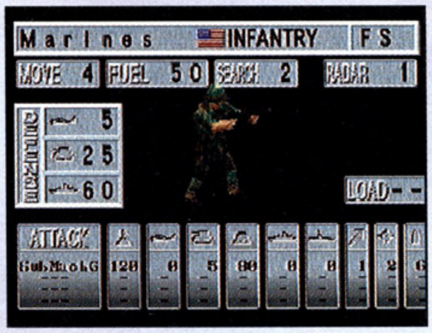


Use artillery to shell troops and tanks before attacking with your ground units. This gives you a numerical advantage during combat.

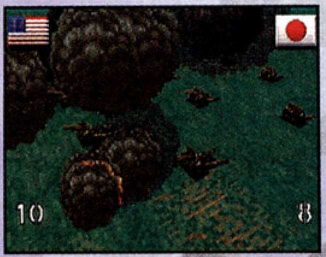




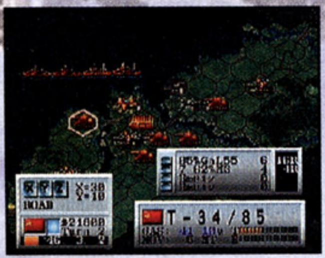
Bomb your enemy's cities and bases to deplete their supplies, and force them to think more about defense than attacking your men.


Marines
INFANTRY
FS
MOVE 4
FUEL 50
SEARCH 2
RADAR 1
5
25
60
LOAD- -
ATTACK
SubMachG
128
0
5
80
0
0
1
2
6

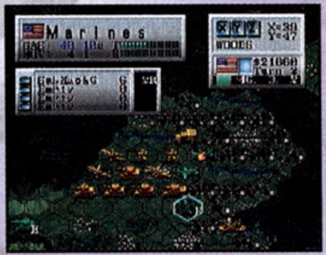
Train your troops in new techniques and their value will skyrocket as they begin to do things to sway the war on your side. Train early for the biggest advantage.



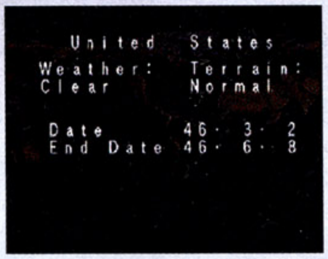
Find enemy anti-aircraft weapons and artillery, and destroy them for easier access into a hot zone. Your planes and ground units may thank you with victory.



Don't just move your troops with plans for an all-out attack; leave units behind to defend the cities and territory you conquered, or you may leave a huge opening for your opponent to take over the map and win the war. Blind attacks are just what the computer waits for; then it kills you.

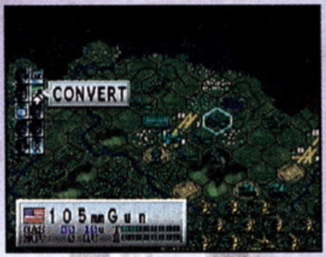


When a group of enemy units is in your way, don't just rush in, or you'll be taken out. Remember, after your turn is over, if your unit is in range of these enemies, each one will have an opportunity to attack. Retreat, or move into a territory your opponent can't reach, like the mountains. Then wait for backup.

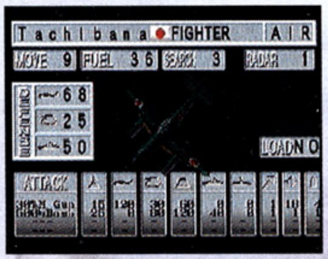


United States
Weather: Clear
Terrain: Normal
Date 46· 3· 2
End Date 46· 6· 8

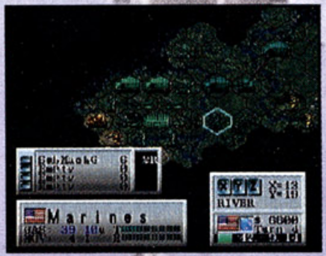
If you're playing a standard one-player game, it's beneficial – and a lot more fun – to control all the forces of either the Axis or the Allies. When you control only one squad or country, you must sit through long periods of inactivity and can lose focus of your mission.



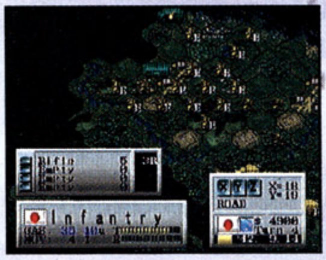
Units that can't move can be converted into transport vehicles and relocated closer to the battle. Once you reach the front lines, convert the unit back to normal and get ready to fight. You should always send some type of escort with the transport vehicle, or it may be destroyed before it reaches its destination.



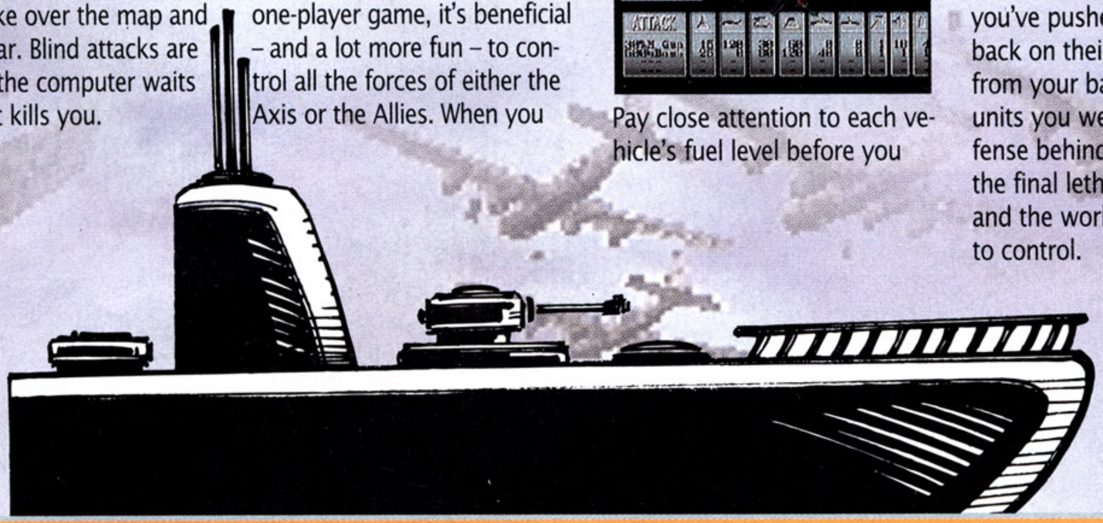
Pay close attention to each vehicle's fuel level before you move, or you may become a victim of careless casualties.



Only infantry can take cities, airports, or ports, so attack the enemy defense with other weapons like tanks. Leave the infantry in the background, or you may be left with an undefended city you have no way of controlling.

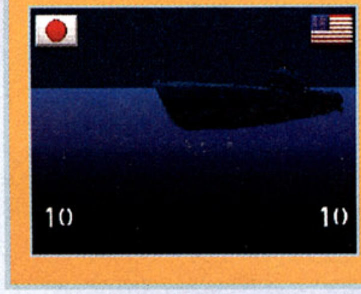


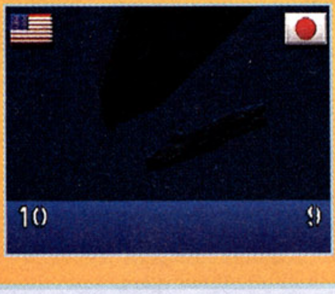
When you start to control the map with your military, and you've pushed the enemy back on their heels and away from your base, transport the units you were using for defense behind enemy lines for the final lethal blow. The war and the world are now yours to control.

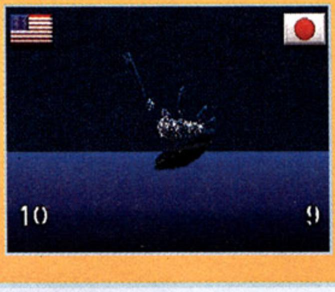


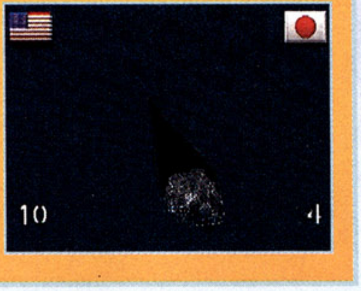
Sub Attack

Use subs to sneak up on enemy ships and take them out before they know what hit them.









BATTLE ARENA TOSHINDEN 2™

PlayStation

By Major Mike

The fight goes on! Toshinden is back with more moves, more characters, and more one-on-one fighting excitement! Here are the moves for all the fighters, including the Overdrive and Death moves.

Chaos

NEW FIGHTER

Special Moves

Bad Breath
Motion ↓ ↘ → P

Note: This move can also be done in the air.

Spinning Blade
Motion → ↘ ↓ ↙ ← P

Diving Blade
Motion ← ↙ ↓ ↘ → K

Crab Walk
Motion → ↓ ↘ K

Overdrive Move

Grab & Spit
Tap (SP P K SK)

Death Move

Running Crab
Motion ← ↙ ↓ ↘ → ↘ ↓ ↙ ←
(SP K)

Duke

Special Moves

Dashing Smash
Motion ← → ↘ ↓ P

Overhead Smash
Motion ↓ ↘ → P

Diving Blade
During jump, motion ↓ ↘ → P

Jabbing Sword
Motion → ↓ ↘ P

Sword Clothesline
Motion ↓ ↘ → K

Overdrive Move

Ground Explosion
Tap (SP P SK K)

Death Move

Super Sword Swing
Motion ↙ ↓ ↘ → ← (SP K)

Eiji

Special Moves

Fireball
Motion ↓ ↘ → P

Uppercut
Motion → ↓ ↘ P

Overhead Slash
Motion ← ↓ ↙ P

Downward Kick
During jump, motion ↓ ↙ ← K

Slide Kick
Hold ↘, tap K

Overdrive Move

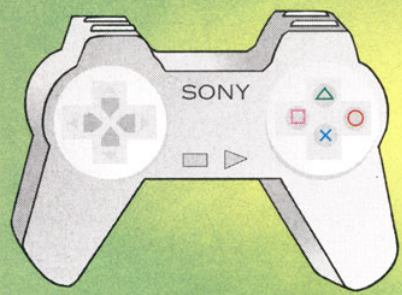
Super Spinning Uppercut
Tap (SP P SK K)

Death Move

Sword of Doom
Motion → ↘ ↓ ↙ ← ↙ ↓ ↘ →
(SP K)

CHAMPION
CHALLENGER
00
EIJI
KAYIN

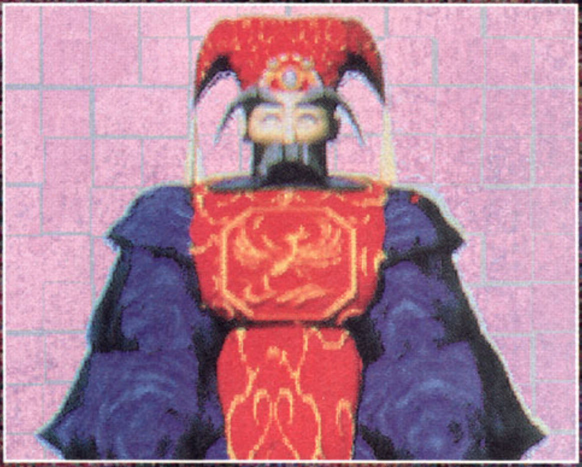
Controller Legend



△ = Strong Punch (SP)
□ = Punch (P)
○ = Strong Kick (SK)
× = Kick (K)
L1 = Roll Left
L2 = Roll Right

Overdrive Moves: Can be performed only when the Overdrive meter at the bottom of the screen is full.

Death Moves: Can be performed only when your life meter is extremely low and flashing red.



Ellis

Special Moves

Cinderella Spin
Motion ↓ ↙ ← P

Diving Knives
During jump, motion ↓ ↙ ← P

Knife Uppercut
Motion → ↓ ↘ P

Spinning Air Ball
Motion ↓ ↙ ← K

Spinning Arc Kick
During jump, motion ↓ ↙ ← K

Overdrive Move

Psycho Stab
Tap (SP P SK K)

Death Move

Knife Fury
Tap →, ←, →, ←, (SP K)

CHAMPION
CHALLENGER
ELLIS
TRAC

Fo

Special Moves

Flaming Ball
Motion → ↘ ↓ ↙ ← P

Walking Air Ball
During jump, motion → ↘ ↓ ↙ ← P

Walking Ground Ball
Motion ← ↙ ↓ ↘ P

Air Ball
Motion ↓ ↙ ← P

Leaping Kick
Motion ↓ ↙ ← K

Rushing Claw
Tap →, ←, (SP P)

Overdrive Move

Wind-Up Ball
Tap (SP P SK K)

Death Move

Multiple Balls
Motion → ← ↙ ↓ ↘ → ← (SP K)

CHAMPION
CHALLENGER
FO
RUNGO

Gaia

NEW FIGHTER

Special Moves

Flame Breath
Motion ← ↙ ↓ ↘ → P

Wide Swipe
Motion ↓ ↙ ← P

Lancing Sword
Motion → ↓ ↘ P

Spinning Air Ball
Motion ↓ ↙ ← K

Overhead Smash
Tap ←, →, P

Overdrive Move

Drilling Sword
Tap (SP P SK K)

Death Move

Flaming Fist
Motion → ↘ ↓ ↙ ← ↙ ↓ ↘ →
(SP K)

CHAMPION
CHALLENGER
GAIA
CHAOS

Kayin

Special Moves

Sonic Blast
Motion ↓ ↘ → P

Deadly Ray
Motion → ↓ ↘ P

Overhead Kick
Motion ↓ ↙ ← P
Note: This move can also be done in the air.

Slide Kick
Hold ↘, tap K

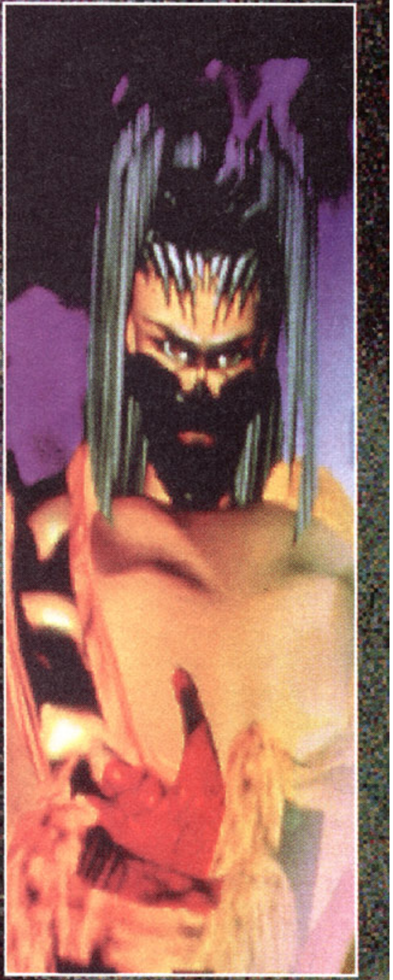
Overdrive Move

Hell Gate
Tap (SP P SK K)

Death Move

Sword of Fury
Motion → ↘ ↓ ↙ ← ↙ ↓ ↘ →
(SP K)

CHAMPION
CHALLENGER
EIJI
KAYIN



Mondo

Special Moves

Jabbing Spear
Motion ↓ ↘ → P

Fireball
During jump, motion ↓ ↘ → P

Spinning Uppercut
Motion → ↓ ↘ P

Spinning Lance
Motion ← ↙ ↓ ↘ → P

Low Lance Thrust
Motion ↓ ↙ ← P

Diagonal-Up Lance Thrust
Motion ← ↓ ↙ P

Overdrive Move

Multiple Fireballs
Tap (SP P SK K)

Death Move

Death From Above
Motion ↓ ↘ → ↓ ↘ → ← (SP K)

CHAMPION
CHALLENGER
MONDO
DUKE

Rungo

Special Moves

Overhead Slam
Motion ↓ ↘ → P

Ground Pound
Motion → ↓ ↘ P

Leaping Smash
Motion → ↓ ↘ K

Batter Up
Motion → ↘ ↓ ↙ ← P

Big Boot
Motion ↓ ↙ ← K

Overdrive Move

Rushing Batter-Up
Tap (SP P SK K)

Death Move

Super Ground Pound
Motion ← ↙ ↓ ↘ → ↘ ↓ ↙ ←
(SP K)

Sofia

Special Moves

Thunder Ring
Motion ↓ ↙ ← P
Note: This move can also be done in the air.

Diagonal-Up Thunder Ring
Motion ↓ ↙ ← SP

Diagonal-Down Thunder Ring
During jump, motion ↓ ↙ ← P

Horizontal Thunder Ring
During jump, motion ↓ ↙ ← SP

Whip Spin
Motion → ↘ ↓ ↙ ← P
Note: This move can also be done in the air.

Arc Kick
Motion ← ↙ ↓ ↘ → K

Rattlesnake
Motion ↓ ↘ → K

Overdrive Move

Woman's Touch
Tap (SP P SK K)

Death Move

"Call Me Queen"
Tap →, ←, →, ←, (SP K)

CHALLENGER
SOFIA
TRACY

Tracy

NEW FIGHTER

Special Moves

Baton Thrust
Motion ← ↙ ↓ ↘ → P

Spinning Uppercut
Motion → ↓ ↘ P

Spinning Kick
Motion → ↓ ↘ K

Lunge Kick
Motion ↓ ↙ ← K
Note: This move can also be done in the air.

"Big Mistake"
Motion ← ↓ ↙ P

Overdrive Move

Super Spring Kick
Tap (SP P SK K)

Death Move

Police Riot
Tap →, ←, →, ←, (SP K)

THE PATH OF THE WARRIOR
ART OF FIGHTING 3

SNK strikes again with the third installment of the Art of Fighting series! Here are all the special moves for the fighters, including their Ultra-Cool Attacks!

By Major Mike

Neo•Geo

RYO SAKAZAKI

Special Moves

Tiger Flame Punch
Motion ↓ ↘ → P

Super Tiger Flame Punch
Motion → ← ↙ ↓ ↘ → B

Tiger Flame Kick
When an opponent is on the ground, motion ↓ ↙ ← P

Thousand-Kick Punch
Tap →, ←, →, P

Lightning Legs Knockout Kick
Tap ↙, →, K

Tiger Blow
Motion → ↓ ↘ P

Cool Attacks

Step Back Smacker
Tap (P K)

Wind Shear Kick
Tap (← K)

Ultra-Cool Attack

Dance of Mayhem
Motion → ← ↙ ↓ ↘ → (neutral) K

CHALLENGER
92
1 VICTORY
RYO-SAKAZAKI
ROBERT-GARCIA
Aeedles 2102

ROBERT GARCIA

Special Moves

Dragon Blast Punch
Motion ↓ ↘ → P

Super Dragon Blast Punch
Motion → ← ↙ ↓ ↘ → B

Great Spirit Kick
Tap →, ←, →, K

Lightning Legs Knockout Kick
Tap ↙, →, K

Flying Dragon God Kick
During jump, motion ↓ ↙ ← (neutral) K

Dragon Seize
Motion → ↓ ↘ P

Cool Attacks

Back Blow
Tap (← P)

Burning Knuckle
Tap (P K)

Ultra-Cool Attack

Dance of Mayhem
Motion → ← ↙ ↓ ↘ → (neutral) K

2 VICTORIES
CHALLENGER
86
RYO-SAKAZAKI
ROBERT-GARCIA

JIN FUHA

Special Moves

Vacuum Beheading Sword
Motion ↓ ↙ ← P

Violent Bull Throw Camp
Motion → ← ↙ ↓ ↘ → B

Ninja Hide
Motion ↓ ← ↙ K

Cool Attacks

Split Kick Slamdown
Tap (P K)

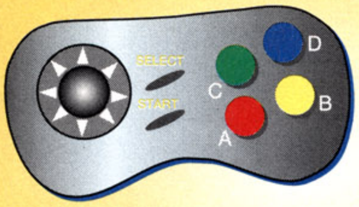
Fuha Twister Kick
Tap →, →, K

Ultra-Cool Attack

War God Soar
Tap ↓, ↓, B

CHALLENGER
80
1 VICTORY
JIN-FUHA
KARMAN-COL

CONTROLLER LEGEND


SELECT
START
A
B
C
D

A = Punch (P)
B = Kick (K)
C = Blow Away Attack (B)
D = Provocation

- ***Ultra-Cool Attack:*** This move can be performed only when there is 25 percent or less energy in the life bar.
- ***To hit an opponent when they are on the ground:*** Hold ↘ and tap P or K.

Sample Prices

Nintendo

1942	5	Milons Sec Castle	5
1943	5	Mission Imp	5
Adv Byu Billy	5	Monopoly	19
Adv Island	15	NARC	5
Anticipation	5	Ninja Gaiden	5
Astyanax	5	Ninja Gaiden 2	5
Back Futr	5	Operation Wolf	5
Bad Dudes	5	Pac-Man	29
Baseball	4	Paperboy	5
Baseball Smltr	4	Pinball	5
Baseball Stars	15	Platoon	5
Bases Loaded	5	Play Act Ftbl	5
Bases Loaded 2	5	POW	5
Bases Loaded 3	13	Pro Am Racing	5
Batman	5	Pro Wrestling	5
Battletoads	5	Punch Out	5
Bionic Commando	5	Rad Racer	5
Blades Steel	5	Rad Racer 2	18
Blaster Master	5	Rambo	5
Boy & His Blob	5	Rampage	5
Bubble Bobble	12	RBI Basbl	3
Burgertime	5	Renegade	5
Capt Skyhawk	5	Rescue Emb Mis	5
Castlevania	5	Rescue Rangers	5
Castlevania 2	5	Robo Cop	5
Castlevania 3	5	Roger Clemens Bsbl	5
Cobra Triangle	5	Roger Rabbit	5
Commando	5	Rush N Attack	5
Contra	5	Rygar	5
Deadly Towers	5	Section Z	5
Dick Tracy	5	Shadowgate	5
Donkey Kong Cls	28	Silent Service	5
Double Dragon	5	Simpsons-B vs SM	5
Double Dragon 2	5	Simpsons-B vs Wrld	5
Double Dribble	5	Skate Or Die 1	5
Dr Mario	5	Sky Shark	5
Dragon Warr	5	Snake Rattle	5
Duck Tales	5	Snakes Revenge	5
Excitebike	5	Solar Jetman	5
Faxanadu	5	Solstice	5
Fester's Quest	5	Spy Hunter	5
Final Fantasy	5	Star Voyager	5
Friday 13th	5	Strider	5
Gauntlet	5	Supr Contra	5
Gauntlet 2	5	Supr Glove Ball	5
Ghost Bstrs	5	Supr Mario 2	5
Ghosts & Gblns	5	Supr Mario 3	5
Goal	5	Supr Off Road	5
Golf	5	Supr Spk Vlybl	5
Golgo 13	5	Supr Spk WC Socr	5
Goonies 2	5	Tag Tm Wrest	5
Gotcha	5	Tecmo Baseball	5
Gradius	5	Tecmo Bowl	5
Guardian Lgnd	5	Tecmo Bowl 2	13
Hogans Alley	5	Tecmo Wrld Wrst	5
Hoops	5	Tennis	5
Ice Hockey	5	Tetris	15
Ikari Warriors	5	Tiger Heli	5
Iron Sword	5	Time Lord	5
Jackal	5	TMNT	5
Jaws	5	TMNT 2	5
John E Qback	5	TMNT 3	13
Jordan vs Bird	5	To The Earth	5
Karate Champ	5	Top Gun	5
Karate Kid	5	Top Gun 2	5
Karnov	5	Total Recall	5
Kid Icarus	5	Town & Country	5
Knight Rider	5	Track & Field	5
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Legacy Of Wiz	5	Trojan	5
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Greatest Hvywts	29	Tazmania	22
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Hard Drivin'	22	Tecmo Super Bowl	9
Hardball 94	19	Tecmo Super Bowl 3	35
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John Madn 95	9	Tiny Toons	35
John Madn 96	29	TMNT Hyperstone	29
Judge Dredd	19	TMNT Tourn Ftrs	22
Jungle Strike	35	TNN Bass Trnmnt	45
Jurassic Park	19	Toe Jam & Earl	45
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Michl Jksn Mwk	9	Winter Olympics	19
Mickey Ms Cstl	29	World Series 95	39
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MLBPA Bsbl	9	WWF Raw	39
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Mortal Kombat	18	WWF Sup Wrstmnia	19
Mortal Kombat 2	25	X-Men	22
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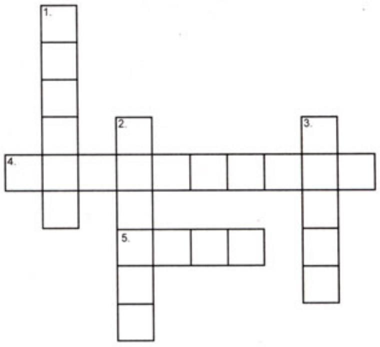

DOWN
1. Maximum state of military readiness. _______ 5.
2. Member of Mario RPG gang.
3. Sonics favorite side kick.

ACROSS
4. Indian princess.
5. Name of the godess in Lunar.

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name address and phone number to :
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THE PATH OF THE WARRIOR
ART OF FIGHTING 3

Neo•Geo

KASUMI TODO

Special Moves

Todo-Style Double Hit
Motion ↓ ↘ → P

Todo-Style Lightning Blow
Motion ↓ ↙ ← P

Cool Attacks

Double Punch Bomber
Tap →, →, P

Flying Spear
Tap →, →, K

Ultra-Cool Attack

Todo Secret Press Slam
Motion ← → ↘ ↓ ↙ ← P

CHALLENGER
1 VICTORY
51
RODY-BIRTS

KAMAN KOHL

Special Moves

Heftiger Stoßangriff
Motion ↓ ↙ ← → P

Gewaltiger Fußtriff von oben
Motion ↓ ↘ → K

Quick Under Straight
Tap →, ←, →, P

Quick Back Knuckle
Tap →, ←, →, K

Cool Attacks

Straight Dodge
Tap (← P B)

Highpoint Heel
Tap (← K)

Ultra-Cool Attack

Aufeinander Folgerte Bürfe
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← B

1 VICTORY
CHALLENGER
55
ENNY-CRESTON
KARMAN-COLI
Aeedies 2102

WON KOHSAN

Special Moves

Flying Mr. Stonehead
Motion → ↓ ↘ P

Attacker Mr. Minebuttock
Tap ↓, ↓, P

Invincible Mr. Warrior
Motion ← ↙ ↓ ↘ → K

Cool Attacks

Divine Wrath Blast
Tap (P K)

Head Thrust Crush
Tap (↘ B)

Ultra-Cool Attack

Super-Secret Wild Snapper
Tap ←, →, →, B

1 VICTORY
CHALLENGER
58
KASUMI-TODOH
WANG-KOH-SAN

RENNY CHRISTON

Special Moves

Flick Shot
Motion ↓ ↘ → P

Whip Rush
Tap →, ←, →, P

Four Swish Rave
Motion ↓ ↙ ← P

Cool Attacks

Low Somersault
Tap (← K)

Chest Pump
Tap →, →, K

Ultra-Cool Attack

Freak Break
Motion → ← ↙ ↓ ↘ → B

CHALLENGER
1 VICTORY
76
ENNY-CRESTON
WANG-KOH-SAN

RODY BARTS

Special Moves

Revolving Rod
Motion ↓ ↘ → P

Middle Impact T.T.
Motion ↓ ↘ → K

Deceive Impact 1-2
When in close, tap →, ←, →, P

Cool Attacks

Rapid Rod
Tap (P K)

Overswing
Tap (← P)

Ultra-Cool Attack

Hyper Ton Fa
Tap →, ←, →, ←, →, B

1 VICTORY
CHALLENGER
90
YO-SAKAZAKI
RODY-BIRTS

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Mystery Word Grid

	H				___	MYSTERY
		E			___	
P	I	N	C	H	W	
	R				___	WORD
S					___	

WORD LIST and LETTER CODE chart

PINCH	W	PRESS	K	BLAST	A	WRECK	D
BREAK	Z	PUNCH	S	SPRAY	C	TURBO	V
STOMP	T	STAND	R	PRESS	E	DREAM	O
CRUSH	I	SCORE	H	SLANT	L	CHASE	P

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GAME ENHANCERS

Genesis (Game Genie)

X-Men

A3YA-AA32	Protection from most enemies' hits
BDBA-CA34	Protection from falling off screen (no health lost)
ACJT-CAGA	Protection from spikes
ACKT-CJFT	Mutant power quickly regenerates to full
BC7A-CA5W	Use Iceman multiple times
BC9T-CA80	Use Archangel multiple times
BC8T-CA42	Use Rogue multiple times
BC7T-CA2T	Use Storm multiple times
P0KT-DAYW	Wolverine heals faster
ALKA-CA86	Switch X-Men an infinite number of times
AP6T-EAF2	Start partway through Savage Land
AV6T-EAF2	Start in Shi'ar Empire
AZ6T-EAF2	Start on Excalibur's Lighthouse stage
A36T-EAF2	Start inside Excalibur's Lighthouse
A76T-EAF2	Start in Ahab's Future World
BB6T-EAF2	Start in Mojo's Crunch
BK6T-EAF2	Start in Asteroid M
B5BA-CA7T	No mutant power lost when Wolverine falls off screen

Super NES (Game Genie)

Aaahh! Real Monsters

ACFA-AACC	Infinite lives
AAVT-AAGT	Infinite special screams
AAVA-AACA	Infinite garbage
NRMT-CAGA	Garbage worth 99
ADBA-AADJ	Infinite energy

Super NES (Game Genie)

Pocky and Rocky

CB2D-DFDF	Stop timer
DDA7-AD65	Pocky has infinite lives
DD35-0761	Rocky has infinite lives
DF62-A7D4	Pocky has one life
D162-A7D4	Pocky has six lives
DB62-A7D4	Pocky has nine lives
DF62-A704	Rocky has one life
D162-A704	Rocky has six lives
DB62-A704	Rocky has nine lives
C933-A794	Pocky has infinite energy
C93E-A797	Rocky has infinite energy
4032-A4F4	Weapons don't deplete when Pocky's hit

Super NES (Game Genie)

Nosferatu

C9BA-1F04	Almost infinite energy
C127-4D67	Infinite time
D1B3-3DA7	Start on stage 1-2
DBB3-3DA7	Start on stage 1-3
DCB3-3DA7	Start on stage 2
FDB3-3DA7	Start on stage 2-2
FFB3-3DA7	Start on stage 2-3
F5B3-3DA7	Start on stage 2-4
F6B3-3DA7	Start on stage 3
4DB3-3DA7	Start on stage 3-2
40B3-3DA7	Start on stage 3-3
45B3-3DA7	Start on stage 4
42B3-3DA7	Start on stage 4-2
43B3-3DA7	Start on stage 4-3
70B3-3DA7	Start on stage 4-4
79B3-3DA7	Start on stage 5
78B3-3DA7	Start on stage 5-2
7AB3-3DA7	Start on stage 5-3
09B3-3DA7	Start on stage 5-4
01B3-3DA7	Start on stage 6
03B3-3DA7	Start on stage 6-2
90B3-3DA7	Start on the final stage
91B3-3DA7	Watch the ending
90B3-3DA7 + 62B3-3FA7	Start on the final stage with more crystals
C265-3DBD	Don't lose crystals when you're hit

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Press 3	**3DO**
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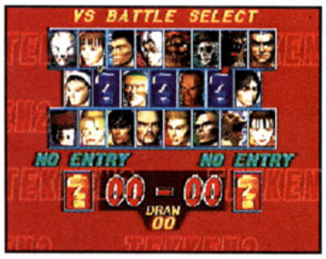
Video Game Strategies, Weapons, and Tactics

PlayStation

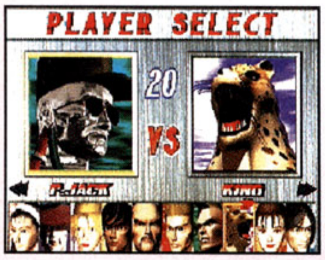
* Tekken 2

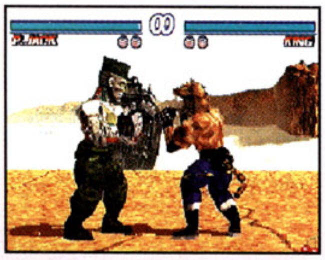
Play as the Sub-Bosses, Super Deformed Characters, and Punch-Out Mode


VS BATTLE SELECT
NO ENTRY
NO ENTRY
00 - 00
DRAW
00

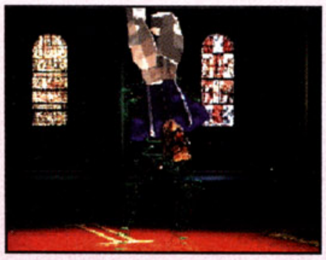
ANNA
ARMOR KING

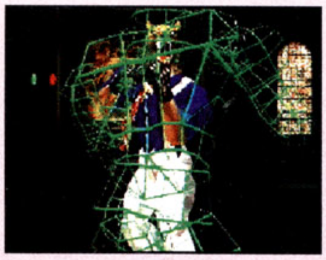
Play as the sub-bosses:
To play as any of the characters' alter egos, finish the game with any character. To make things easier, set the game to Easy, set the timer to the lowest match time, and set the fights to one round. Be sure to save the hidden characters to the memory card.


PLAYER SELECT
20
VS
P.JACK
KING



Super deformed characters:
To play the game with super deformed fighters, do the hidden fighters trick outlined above. Then, whenever you select a fighter for a one- or two-player game, hold Select when you pick your fighter. Your character will be larger than normal. If the winner of two rounds continues to **hold Select** for the next match, his fighter will be even bigger.



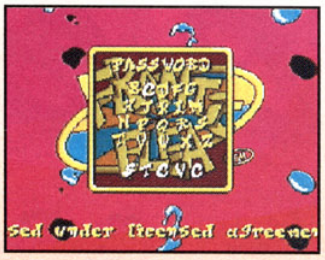


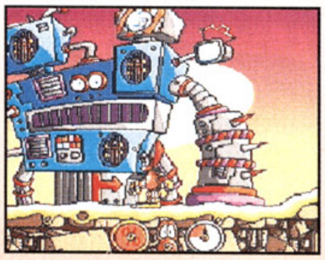
Punch-out mode:
First, you must have access to all the bosses and hidden fighters with the memory card. Then, at the character-select screen, **press and hold L1 and L2.** Select your fighter. When the match starts, you'll be in first-person view and you'll fight as a wireframe image of your character.

Super NES

Frantic Flea

Passwords


PASSWORD
FRANTIC FLEA
S T C V C
sed under licensed agreemen



Zone 4

Zone 4-1: ....M J D S X

Zone 4-2: ....H F L N T

Zone 4-3: ....S P Q N G

Zone 5

Zone 5-1: ....D T N Z Z

Zone 5-2: ....K Q R X H

Zone 5-3: ....J B V M F

Zone 6

Zone 6-1: ....V S N X D

Zone 6-2: ....G R X B S

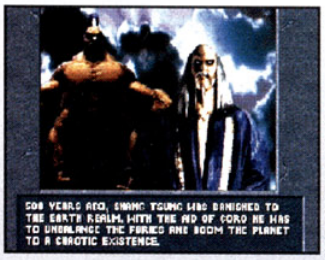
Zone 6-3: ....W N H J P

Prison: ....S T C V C

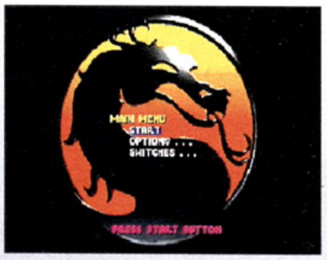
Saturn

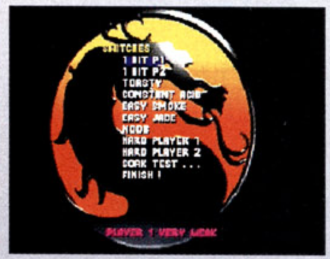
Mortal Kombat II

Cheat Menu



500 YEARS AGO, SHANG TSUNG WAS BANISHED TO THE EARTH REALM. WITH THE AID OF GORO HE HAS TO UNBALANCE THE FURIES AND DOOM THE PLANET TO A CHAOTIC EXISTENCE.


MAIN MENU
START
OPTIONS ...
SWITCHES ...
PRESS START BUTTON


SWITCHES
1 HIT P1
1 HIT P2
TORSTY
CONSTANT ACID
EASY SMOKE
EASY JADE
NOOB
HARD PLAYER 1
HARD PLAYER 2
GORK TEST ...
FINISH !
PLAYER 1 VERY WEAK

02 WINS
98
PUSH START
SCORPION
CAGE
FINISH HIM!!

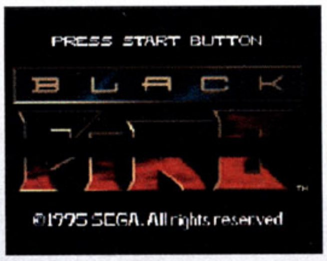
Start the game, and let the opening cinematics roll. At the first screen, **press Down, Up, Left, Left, A, Right, B, Y, C**. The title screen lists a new option, Switches. This menu has several cheats, including one-hit kills.

** These tricks were done on early versions of the game and may be changed.*

Saturn

Black Fire

Stage Skip, Infinite Fuel & Weapons, And Invincibility

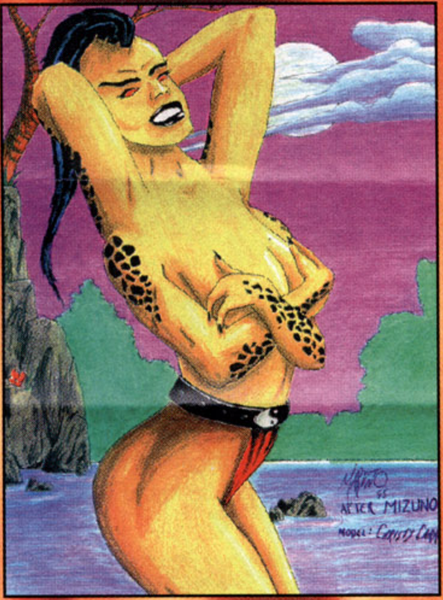

PRESS START BUTTON
BLACK FIRE
©1995 SEGA. All rights reserved

Do the following cheats at the title screen when the words "Press Start Button" are flashing.

Stage skip: **Press and hold C, then press and hold B, then press and hold A, then press and hold Up, then press and hold L. Release A, then C, then L, then Up.** A voice will say, "Black hole engaged." Now you can activate the cheats during play. To go back one level, **press and hold A, B, C, and Up**. Then **press L**. To go forward one level, **press and hold X, Y, Z, and Up**. Then **press L.**

Infinite fuel & weapons: **Press L, A, Z, Y, A, Down, Down.** You'll hear a voice say, "There she is! Beans and bullets on the way!" To restore fuel and ammo during gameplay, pause the game and unpause it by **pressing Start.** When you unpause the game, fuel and ammo will be refilled.

Invincibility: **Press and hold A, then press and hold B, then press and hold C. Release C, then B, then A.** Next, **press B, A, B, Y, press and hold X, press Up, press and hold Down, and then release X.** A confirming voice will say, "You're on the wrong team." When you start the game, your chopper is invincible!

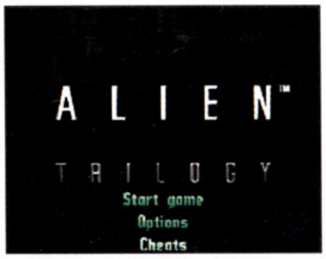

AKIRA MIZUNO
Model: Christy Carrera

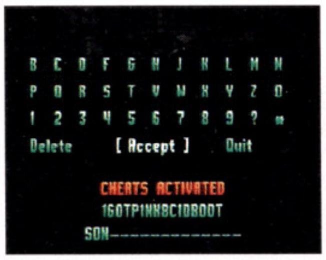
Simon Martineau
Montreal, Quebec, Canada
Model: Christy Carrera

PlayStation

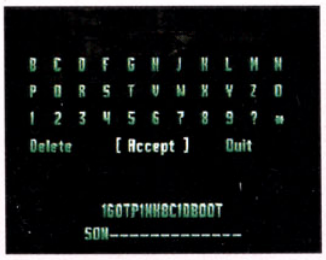
Alien Trilogy

Invincibility and Unlimited Ammo

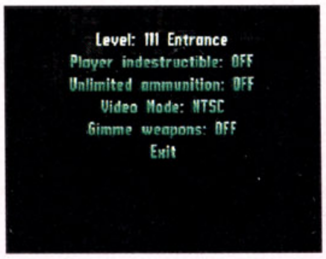

ALIEN™
TRILOGY
Start game
Options
Cheats


B C D F G H J K L M N
P Q R S T V W X Y Z 0
1 2 3 4 5 6 7 8 9 ? ■
Delete
[Accept]
Quit
CHEATS ACTIVATED

1GOTP1NK8C1DBOOT
SON-------------


B C D F G H J K L M N
P Q R S T V W X Y Z 0
1 2 3 4 5 6 7 8 9 ? ■
Delete
[Accept]
Quit

1GOTP1NK8C1DBOOT
SON-------------



Level: 111 Entrance
Player indestructible: OFF
Unlimited ammunition: OFF
Video Mode: NTSC
Gimme weapons: OFF
Exit

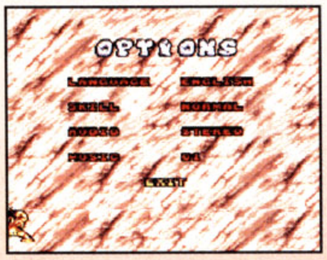
At the title screen, highlight Options, then select the Enter Password option. At the password screen, enter the following password: **`1GOTP1NK8C1DBOOTSON`**. Highlight Accept, and **press** ×. The words "Cheats Activated" appear. Return to the main menu and you'll see a new option, Cheats. Highlight Cheats, and **press** ×. This takes you to a cheat menu that includes invincibility and unlimited ammo.

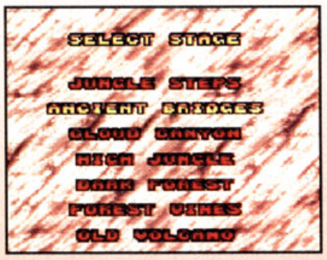
Jerry L. Mullins
E. Alton, IL

Super NES

Prehistorik Man

Stage Skip and Stage Select


OPTIONS
LANGUAGE
ENGLISH
SKILL
NORMAL
AUDIO
STEREO
MUSIC
ON
EXIT


SELECT STAGE
JUNGLE STEPS
ANCIENT BRIDGES
CLOUD CANYON
HIGH JUNGLE
DARK FOREST
FOREST VINES
OLD VOLCANO

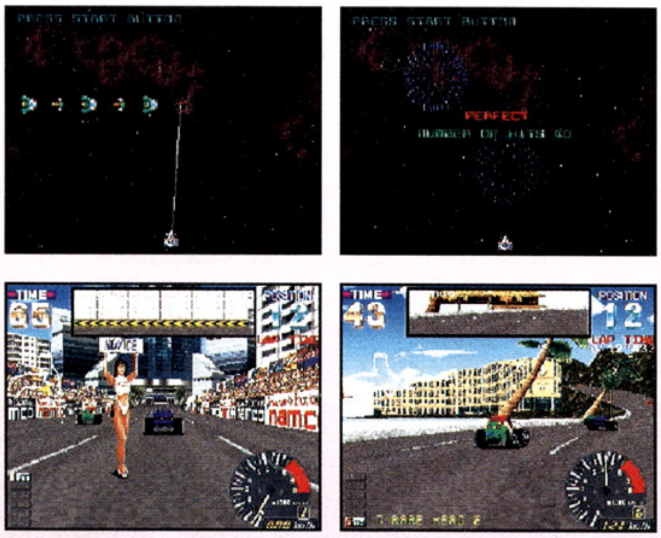
Stage skip: At the title screen, select Options, then highlight Exit. **Press and hold L, and press Start.** This takes you back to the title screen. At the title screen, highlight Game Start, **press and hold R, and press Start.** During the game, **press and hold Select.** You will advance to the next stage.

Stage select: Do the stage-skip trick shown above. Then pause the game any time during play. While the game is paused, **press Select.** A select-stage menu will appear.

PlayStation

* Ridge Racer Revolution

Funky Cars

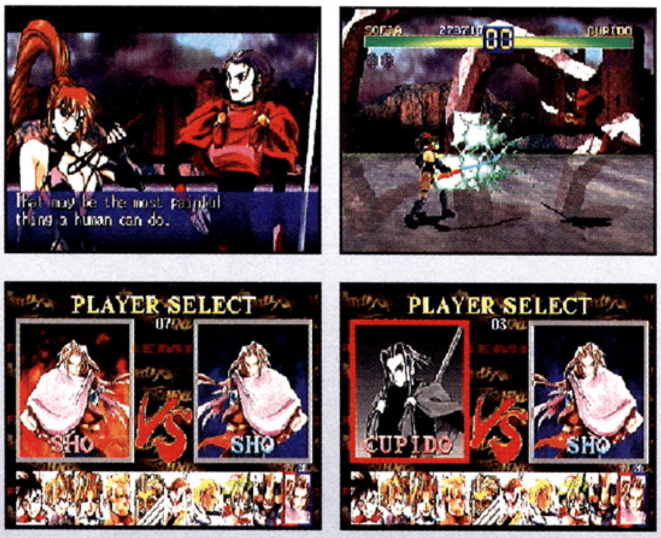


At the Galaga '88 game, **press and hold L1, R1, Down, Select, and △.** This enables a super laser that wipes all enemies off the screen, resulting in a perfect score. Now, when the real game starts, you can race as big-wheeled funky cars.

Saturn

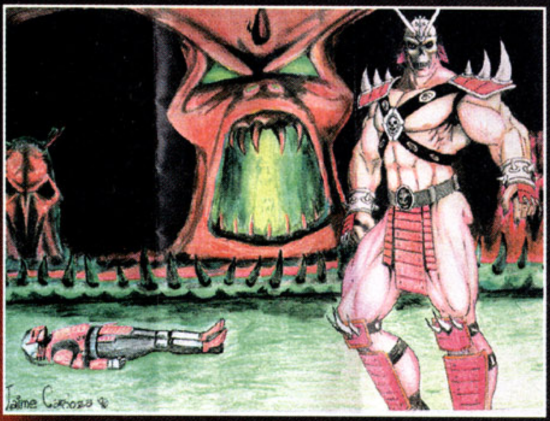
Battle Arena Toshinden Remix

Play as Bosses Gaia, Sho, and Cupido


That may be the most painful thing a human can do.

Beat the game on Hard or Very Hard mode. Watch the ending, then wait until the game starts again. At the player-select screen, Gaia and Sho appear as additional characters after Ellis. Put the cursor on Sho, and **press and hold Up**. Then **press ×**. Cupido is now a playable character!

Eddie Vetayases
Torrance, CA

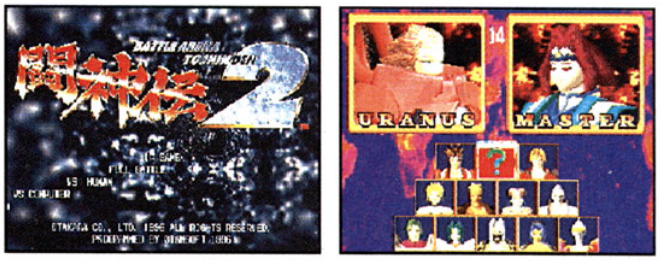


Jaime Cardoza, West New York, NJ

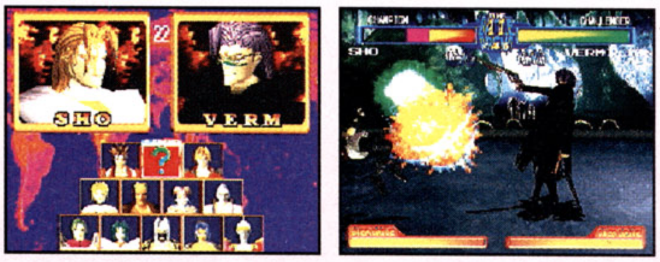
PlayStation

* Battle Arena Toshinden 2

Play as the Bosses



Play as Uranus and Master: At the title screen, as the options come in from the left, quickly **press L1, L2, △, R1, R2, □.** If you press the buttons before the words stop moving, you'll hear a chime. Go to the player-select screen and move the cursor over the "?" box in the top row. **Press and hold Select,** and the characters will slowly cycle through the box. The bosses Uranus and Master should appear. **Press** × to select either character when their face appears in the box.



Play as Sho and Vermillion: You can access these two characters only after entering the code to play as Uranus and Master shown above. At the title screen, when the options move in from the left, **use Controller Two to quickly press □, R2, R1, △, L2, L1.** If you pressed the buttons before the words stopped, you'll hear a chime. Now at the fighter-select screen, you can access Vermillion and Sho in the "?" box in the same manner you found Master and Uranus.

** These tricks were done on early versions of the game and may be changed.*

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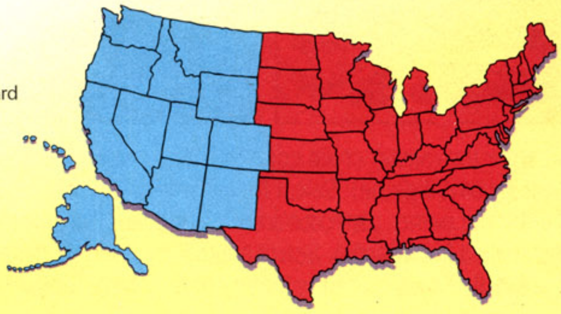

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2. Frank Thomas "Big Hurt" Baseball	2. X-Men: Children of the Atom	2. Olympic Summer Games	2. Super Mario RPG
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8. Gunship 2000	8. D	8. Road Rash 3	8. NBA Live '96
9. PO'ed	9. Virtua Cop	9. ESPN Speedworld	9. Toy Story
10. Raven Project	10. Center Ring Boxing	10. Toy Story	10. Donkey Kong Country 2

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   PlayStation
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   PlayStation
3. **Super Mario RPG**
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4. **Ultimate Mortal Kombat 3**
   Saturn
5. **Ken Griffey Jr.'s Winning Run**
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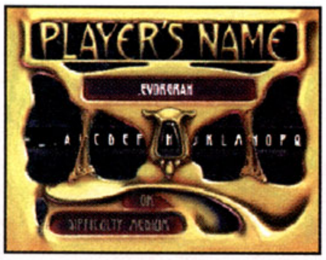
6. **Chrono Trigger**
   Super NES
7. **Frank Thomas "Big Hurt" Baseball**
   Saturn
8. **Vectorman**
   Genesis
9. **Road Rash 3**
   Genesis
10. **PO'ed**
    PlayStation

3DO

Killing Time

Location Selection, Winged Vessel, Key, Weapon, Invincibility, and More



First, enter the master cheat code (this code won't work on a previously saved game): Select New Game at the title screen and enter the name: **`.EVORGRAH`** (Professor Hargrove's name spelled backwards). Select a difficulty level, highlight OK, and **press A.** Now you can enter any of the cheats below.

Starting location codes:

Enter any one of the following codes in the Player's Name box:

Assyrian Experience: Go East	**..W1**
Attic Intro: Curse of Manticus	**..A4**
Attic Memories: Short But Sweet	**..AT**
Ballroom: Ghostclock	**..BL**
Bloodclock Hunting	**..A5**
Bonus Blast: The Roaring Twenties	**..U2**
Byron's Library: Spines Without Pages	**..LB**
Circus Mortus	**..E1**
Cleaning Your Clock	**..U3**
Columns of Seth	**..E2**
Conway Courtyard	**..CY**
Dankmosphere	**..SW**
Darkling Attic: Arurn's Nightfall	**..A3**
Dining Room: Lingering Guests	**..DN**
Egyptian Switches	**..WW**
Elevator Shoes	**..W4**
Gangster U: A Hardcover To Look Up	**..L1**
Great Hall: Robert's Welcome	**..GH**
Hargrove's Storeroom: Split Level	**..A1**
Have A Ball	**..S3**
Hedge Your Bets	**..H1**
Hell's Kitchen: Chef's Night Out	**..KT**
Hopscotch On The Rocks	**..W5**
Losing Your Ka	**..A2**
Lydia's Mummy Dearest	**..WC**
Maids In The Shade	**..UW**
Necropolis	**..S2**
Old Foundations: Tess's Secret Path	**..H3**
Outer Patio: Invitation To Death	**..C1**
Pleased To Meat You	**..K2**
Pyramid Of Pain: Osiris Hunting	**..E3**
Pyroglyphics	**..W2**
Room Service 4 Tess	**..U4**
Sewer Rats	**..S1**
Tess's Lounge: Supporting Rolls	**..LG**
Tess's Temple	**..EW**
Tess's Room: Who Dunnit?	**..TR**
Time 2 Die	**..A6**
Tommygun Garden: Don't Get Clipped	**..H2**
Upper Hall: Flapper's Palace	**..UH**

Winged vessel codes:

These codes can be added on to the starting-location codes listed above (for example: ..ATABC takes you to Attic Memories: Short But Sweet and gives you eight times the damage, invincibility, and 200 percent health).

Eight times damage	**A**
Invincibility	**B**
200% health	**C**
Map hazards	**E**
Auto map	**H**
Invisibility	**L**
Map secrets	**M**
Map loot	**N**
Genocide bomb	**R**
Unlimited ammo	**Y**

3DO

Killing Time *(continued)*

Key codes:

Enter these codes after inputting a starting-location code (example: **`..AT123`** starts you at "Attic Memories: Short But Sweet" and gives you gems 3, 6, and 4).

Gem 2	**0**
Gem 3	**1**
Gem 6	**2**
Gem 4	**3**
Gem 10	**4**
Gem 9	**5**
Gem 8	**6**
Gem 7	**7**
Gem 5	**8**
Gem 1	**9**

Weapon codes:

Enter these codes after inputting a starting-location code (example: **`..ATTF`** starts you at "Attic Memories: Short But Sweet" with the tommygun and flamethrower).

Double pistol (30 rounds)	D
Flamethrower (20 rounds)	F
Shotgun (5 rounds)	S
Tommygun (30 rounds)	T

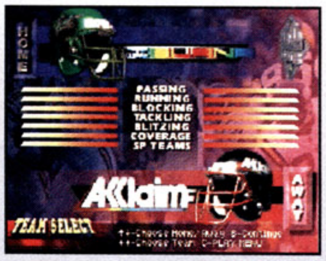
Invincibility code:

Enter this code after the starting-location code by entering **`I`** and **pressing A** (example: **`..ATI`** starts you at "Attic Memories: Short But Sweet" with invincibility). Your health meter remains at 1 percent throughout the game.

Saturn

NFL Quarterback Club '96

Play as Acclaim and Iguana Teams

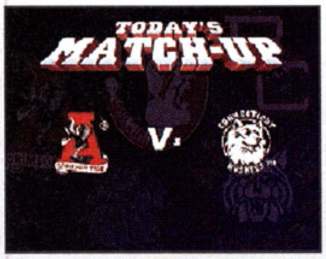


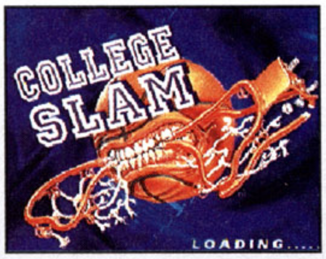
To play as the Iguana and Acclaim teams, rapidly **press Start** at the first credit screen, and don't stop until the Iguana logo fades away. Next, **press and hold Start** until the Put Up or Shut Up screen appears. Now **release Start and press it again.** Select Preseason, and cycle through the teams. The Iguana and Acclaim teams will now be playable.

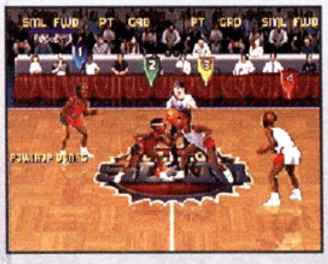
Saturn

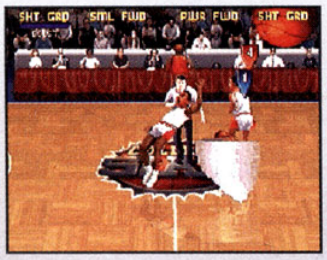
College Slam

"Taz" Player and Power Dunks


TODAY'S
MATCH-UP
V.


COLLEGE
SLAM
LOADING....


SML FWD
PT GRD
PT GRD
SML FWD


SHT GRD
SML FWD
PWR FWD
SHT GRD

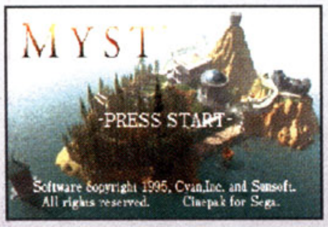
"Taz" player: Pick any of the game modes and select a team. At the Today's Match-Up screen, **rotate the directional pad clockwise for five seconds and press any button**. When the game starts, your character will be a whirlwind that no player can touch.

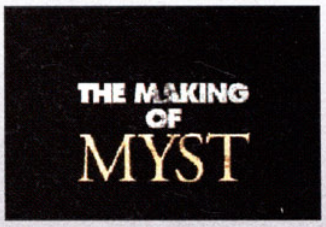
Power dunks: Pick any game mode and select a team. At the Today's Match-Up screen, **repeatedly press Up and Down for about five seconds, then press any button**. When the game starts, you can make half-court dunks!

Saturn

Myst

See the Making of Myst


MYST
-PRESS START-
Software Copyright 1995, Cyan,Inc. and Sunsoft.
All rights reserved. Cinepak for Sega.


THE MAKING
OF
MYST

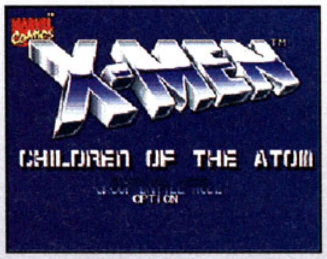
At the title screen, **press and hold L and R**. Then **simultaneously press Start and A**. The game will reset, and you will be able to watch a behind-the-scenes documentary on the making of Myst.

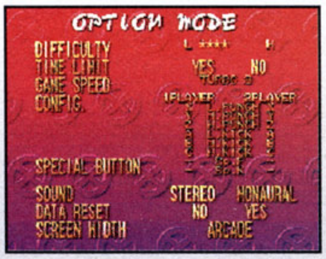
Jose Antonio Ruiz
Houston, TX

Saturn

X-Men: Children of the Atom

Screen Sizes


X-MEN
CHILDREN OF THE ATOM
OPTION


OPTION MODE
DIFFICULTY
TIME LIMIT
GAME SPEED
CONFIG.
SPECIAL BUTTON
SOUND
DATA RESET
SCREEN WIDTH
YES
NO
STEREO
MONAURAL
NO
YES
ARCADE

At the title screen, highlight Option, then choose Difficulty. **Repeatedly press Up, then Down** until a new option, Screen Size, appears at the bottom. Now you can play with Saturn or Arcade screen sizes.

James Lau
Belmont, CA

Saturn

Panzer Dragoon II

Suicide Code

GAME OVER
CONTINUE
SAVE END
END
32
- PANZER DRAGOON ZWEI -

This code kills you in the middle of the game and makes you start the level over. To activate the code, **press and hold L and R,** then **simultaneously press A, B, and C.** The screen will turn red and your character will die.

Terry Hepner
Lawton, OK

Do You Have a Secret Weapon?

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Secret Weapons
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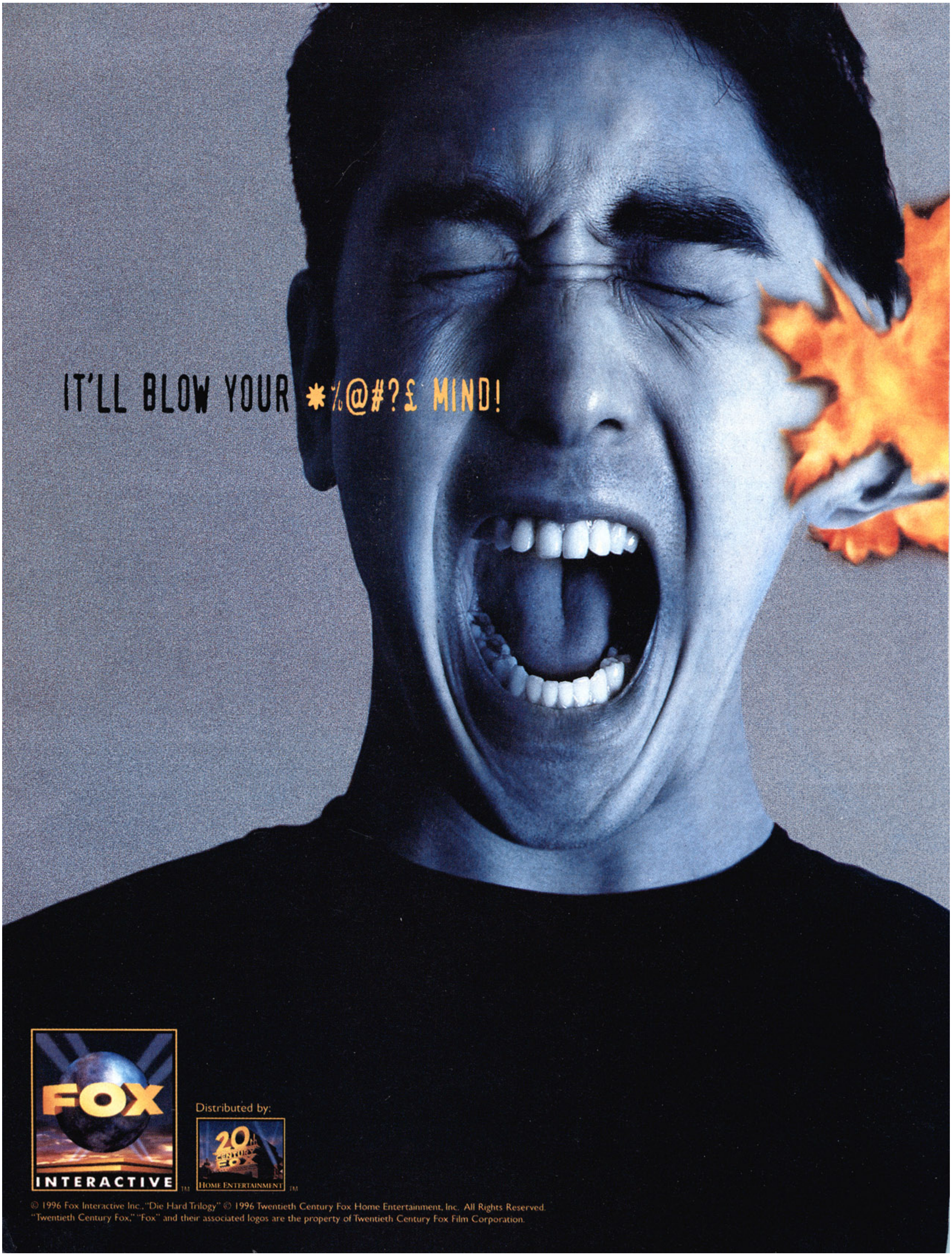
swat.gamepro@iftw.com


IT'LL BLOW YOUR *%@#?£ MIND!
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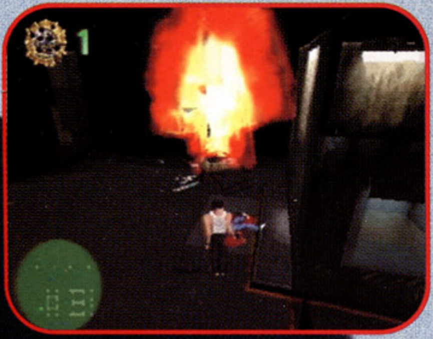
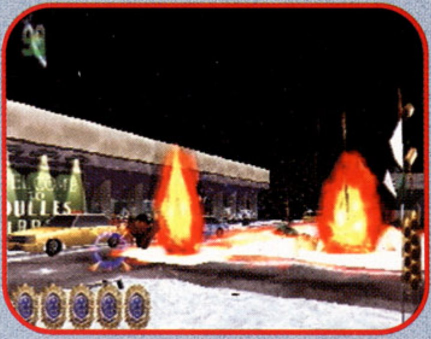
DIE HARD TRILOGY™

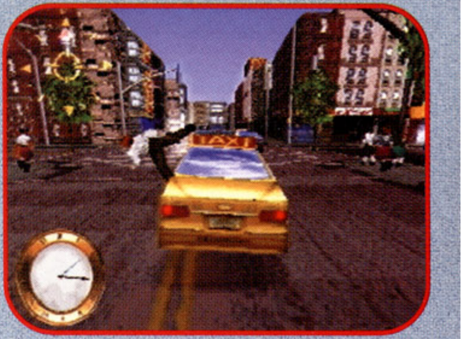
Three Explosive Games In One!



Full screen 3-D action as you fight to rescue innocent hostages in a skyscraper wired to explode!



Arcade shooting at its fastest and finest as you eliminate terrorists at Dulles Airport!



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